

OFFICIAL  
MORTAL KOMBAT<sup>®</sup>

TRILOGY



FIGHTER'S  
KOMPANION

COVERS NINTENDO 64<sup>®</sup> AND SONY PLAYSTATION<sup>™</sup>

BradyGAMES  
STRATEGY GUIDES

MIDWAY<sup>®</sup>

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# Official Mortal Kombat® Trilogy Fighter's Kompanion

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# The Saga Continues....

Goro has ruled Mortal Kombat for nine generations. The Earth was on the brink of destruction when along came a new era of warriors who were victorious in defending its realm.

As a result, Liu Kang would become the new champion. However, the thrill was short-lived, as he and the other warriors found themselves drawn into the Outworld to compete in the second tournament





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None of the warriors knew, however, that this tournament was in fact a diversion. A scheme was undertaken by Shao Kahn to break the rules established by the elder gods and witness the reincarnation of his former queen, Sindel.

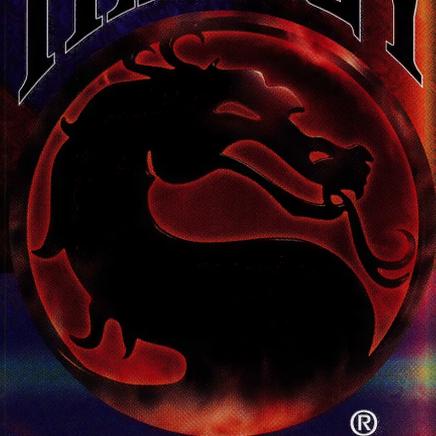
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This act provides Shao Kahn with the power needed to pass through the dimensional gates and reclaim his queen, which results in the opportunity to finally seize the Earth.

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These are the trilogy of events that embody Shao Kahn's final attempt at securing the Earth. Nothing can prepare you for the battle you are about to undertake. Are you ready?

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# Kombat Basics

Mortal Kombat Trilogy provides the gamer with four different fighting options when starting a game. Those options are:

**Mortal Kombat**—A best-of-three battle to the death between you and your opponent.

**2 on 2 Kombat**—You and your opponent each get to select two Kombatants to fight it out.

**3 on 3 Kombat**—Each player get to choose three characters.

**8-Player Kombat**—The battle royale, as each player selects four Kombatants. The winner of each match moves on to fight the winner of the next match until an ultimate champion is decided.

## The Moves

All the playable characters in Mortal Kombat Trilogy have the same basic moves. The moves are a variety of high and low punches and kicks, uppercuts, juggle punches, roundhouse kicks, sweeps, throws, and a few others.

### High Punch (HP)

Performed by pressing the HP button. Adds hits to combos and knocks back jumping attackers.

### Low Punch (LP)

Performed by pressing the LP button. Pushes back attackers who fight in close quarters. Adds hits onto combos.

### High Kick (HK)

Performed by pressing the HK button. Knocks kombatants out of jump kicks.

### Low Kick (LK)

Performed by pressing the LK button. Pushes foes away during close fighting quarters.

### Roundhouse Kick

Performed by holding  on the D-pad and pressing the HK button. A powerful basic move, used to thwart incoming jump attacks and add hits onto combos.

### Sweep Kick

Performed by holding  on the D-pad and pressing the LK button. Used to put distance between yourself and your opponent. Also used to counter jump attacks.

### Uppercut

Performed by holding  on the D-pad and pressing the HP button. Counters jump attacks and depletes lots of health.

### Juggle Punch

Performed by holding  on the D-pad and pressing the LP button. Adds hits to corner combos and pushes away opponents.

### Push Kicks

Performed by holding  on the D-pad and pressing the LK button. Pushes away opponents fighting at close range.



## Neck Kicks (Cross-Up)

Performed by jumping over your opponent and pressing a kick button (HK or LK) before landing.

## Throws

Performed by holding  $\rightarrow$  on the D-pad and pressing the LP button at close range. Can only be blocked by holding  $\leftarrow$  on the D-pad and pressing the BL (Block) button.

## Counters

Counters are moves or a string of moves that stop an opponent from inflicting damage against you, and instead causes damage to him or her.

## Finishing Moves

The Finishing Move or Fatality is a defining feature of Mortal Kombat Trilogy. These are special attacks that can only be used at the end of the second or third round of a match (after one player has defeated the other twice). Fatalities sometimes require you to be a certain distance away from your opponent in order to execute them.

**Brutality**—New to MK Trilogy, this move ends in a bloody explosion of bones.

**Fatalities**—Sometimes graphic, sometimes funny, these moves put an early end to your opponent.

**Babalities**—Transforms your opponent into a baby. Executed only if you don't press Block during the final round of a match. You can use Block on PlayStation.

**Friendships**—Instead of ripping your opponent to shreds, you can be their friend instead. Executed only if you don't press Block during the final round of a match. You can use Block on PlayStation.

**Mercies**—When executed, gives your opponent a small amount of health to continue fighting. Mercies must be performed in order to execute Animalities.

**Animalities**—Your character morphs into an animal and destroys your opponent. Performed only after the following two conditions are met: 1. Each player has won one round; 2. A Mercy has been performed.

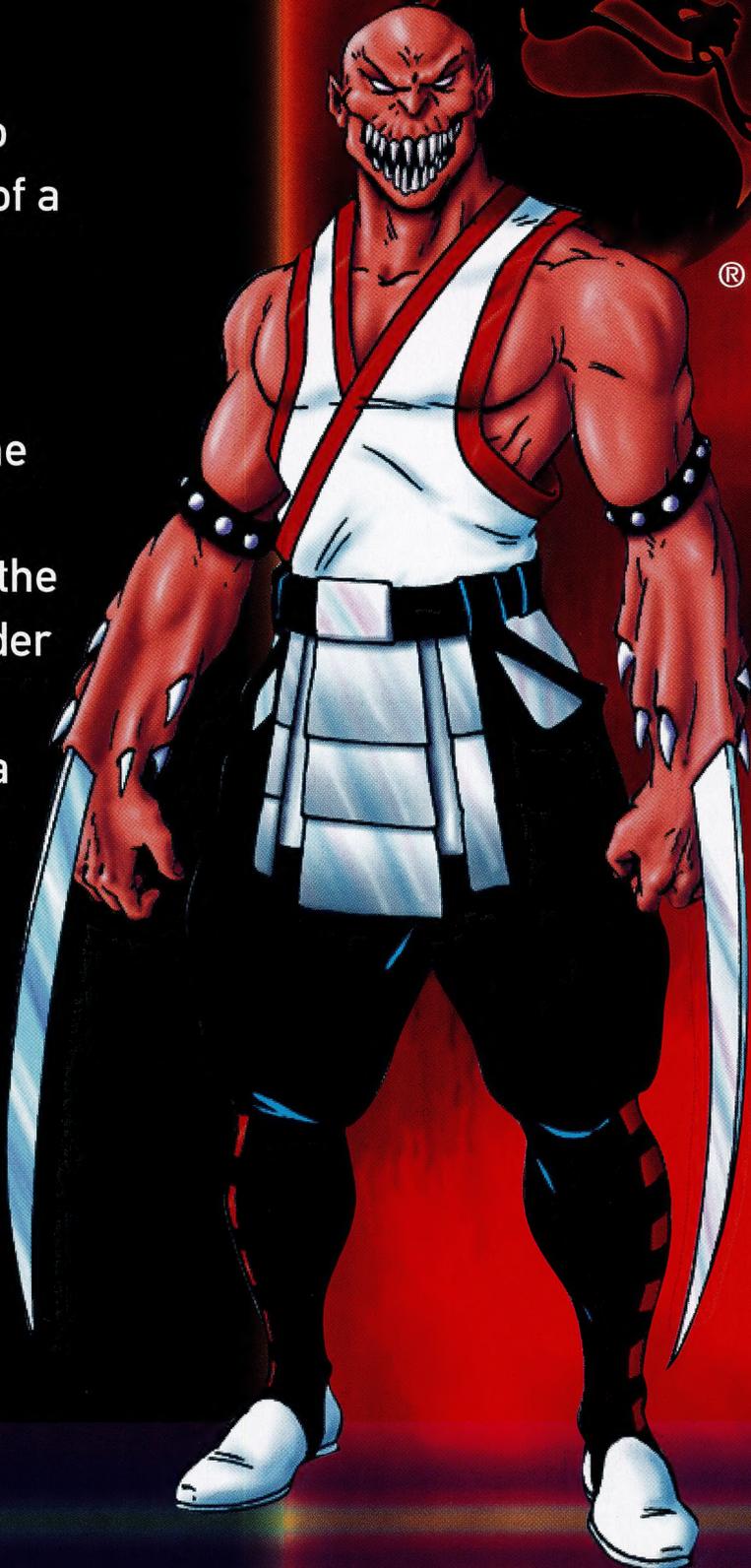
**Aggressor Meter**—A bar at the bottom of the screen that fills up when you attack your opponent, or when your opponent blocks an attack. When the bar fills, a shadow appears around your character.

# Baraka

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Baraka was sent to quell the uprising of a renegade race in Outworld's lower regions. After a victorious battle, the nomadic warrior returns to fight on the side of villainy. Under the guidance of Shao Kahn, Baraka will once again pose a formidable threat to his Earthen counterparts.



## Special Moves

### Blade Fury:

←, ←, ←+LP



### Head Swipe:

←+HP



### Spark Toss:

↓←+HP



### Blade Spin:

→, ↓, →+BL  
(press BL for extra spins)



## Finishing Moves

### Decapitation:

←, ←, ←, HP (close)



### Blade Lift:

←, →, ↓, →, LP (sweep)



## Animality:

(HP) →, ←, ↓, →. (close N64)  
(HP) →, ←, ↓, →. (sweep PSX)



## Friendship:

↓, →, →. HK



## Babality:

→, →, →. HK



## Brutality:

HP, HP, LP, LP, BL, HK, HK, LK, LK, BL

## Pit:

LK, RN, RN, RN, RN

## Links

HP, HP, ←+HP, →+HP (4-hits, 21%)

HK, HK, HP, ←+HP, →+HP  
(5-hits, 27%)

HK, HK, LK, ← + HK (4 hits, 25%)

## Combos

Jump Kick, Blade Spin (2-hits, 20%)

Jump Kick, Head Swipe  
(2-hits, 22%)

## Super Corner Combo

Jump Kick, Blade Swipe x5, LP,  
Spark Toss (8-hits, 58%)

Jump Kick, Blade Swipe x7  
(8-hits, 62%)

## Sweep Counters

Blade Fury (as sweep is starting)

Head Swipe

## Jumping Attack Counters

Uppercut

Head Swipe

Standing HK

Roundhouse

HP, Blade Spin

HP, Spark Toss

## Fighting As Baraka

The long awaited return of Baraka is finally here. Supercharged with Link combos and a brand new move, Baraka is now more deadly than ever before. The best thing about Baraka is that his Blade Fury is one of the best defensive moves in the game. Fake your opponents out, and make them jump into you. Then, as they are about to land, use the Blade Fury to chop them up. This move is also effective when in a corner. If you can back your opponent into a corner with a flurry of punches, and you sense they are about to attempt to jump out, use the Blade Fury to keep them down.

Another great move is Baraka's new Blade Spin. This move was a rumor in MKII and now it is a force to be reckoned with. If you are fighting in close with your opponent, throw out a standing HK, then go into a Blade Spin. The HK usually makes opponents want to jump toward you.

Because Baraka doesn't have any major combos, you must chip away at your opponent's health by throwing Spark Tosses and stopping jumping attacks with the Blade Fury and the Head Slice. Look for opportunities to throw after taking your opponents out of a jumping attack.

## Fighting Against Baraka

When fighting against Baraka, you must always be aware of his Blade Fury. This is one of the most annoying moves in the game, because it can even take you out of a sweep. The best thing to do is to make Baraka come to you. That way, your opponent will be pressing forward most of the time, and will not have an opportunity to tap ← three times for the Blade Fury. Play mainly defensively. Also note that if Baraka jumps in towards you, you can always take him down with a simple sweep.

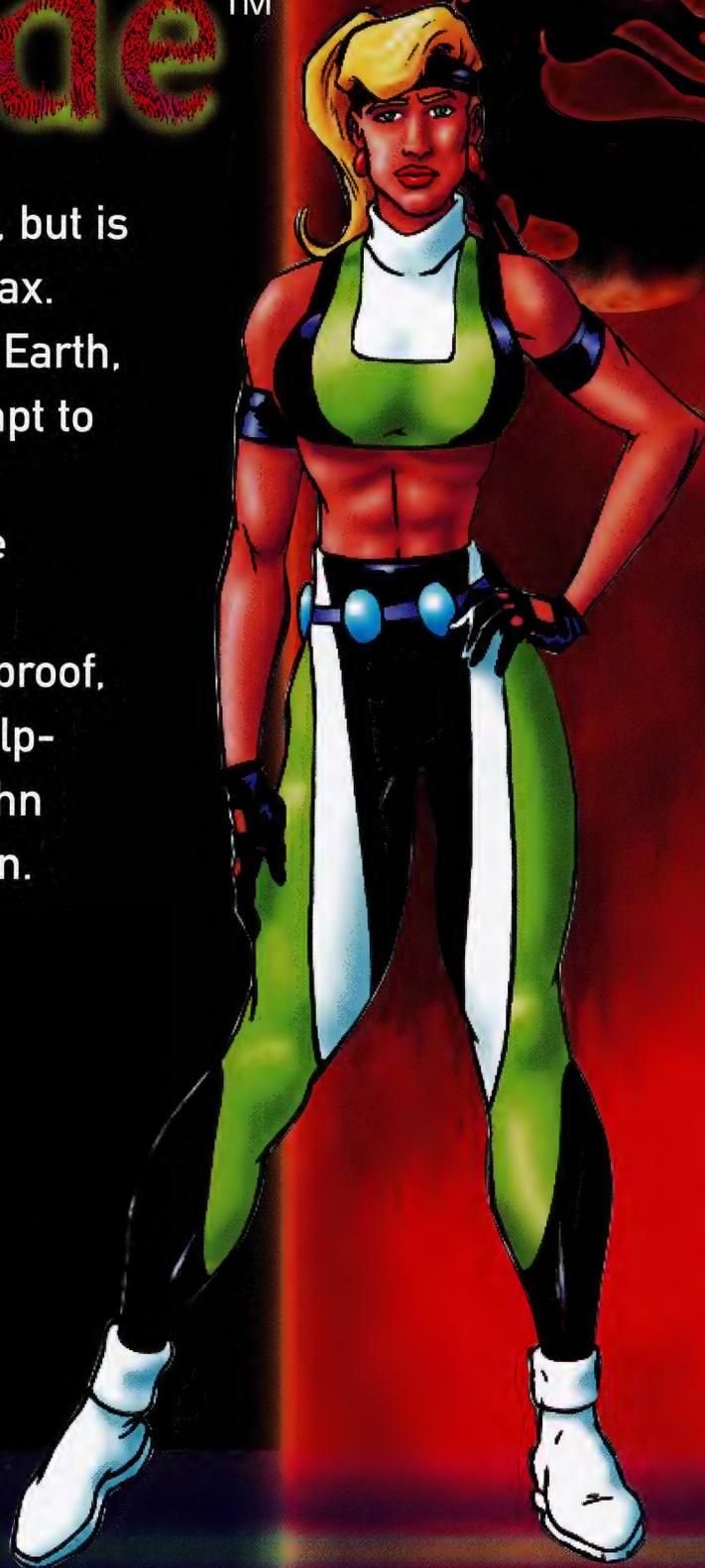
### Weaknesses

A main weakness of Baraka's is the lag time that occurs with a Spark Toss. This leaves Baraka open and can give opponents an opportunity to combo or throw. Another weakness is the long time it takes for a Blade Fury to finish when the move doesn't connect with an opponent. Baraka will usually get a projectile in the face if he is stuck doing the Blade Fury, leaving his opponent safe from harm.

# Sonya Blade™

Sonya disappears, but is later rescued by Jax. Upon returning to Earth, she and Jax attempt to warn the U.S. Government of the looming Outworld menace. Lacking proof, Sonya watches helplessly as Shao Kahn begins his invasion.

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## Special Moves

### Wave Bolt:

↓ → +LP



### Wave Punch:

→ ← +HP



### Bicycle Kick:

← ← ↓ +HK



## Leg Throw:

↓ +LP+BL



## Finishing Moves

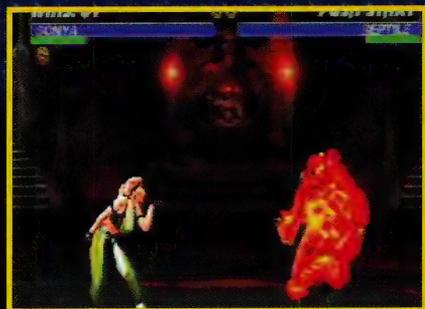
### Squash Orb:

(BL+RN), ↑, ↑, ←, ↓ (half screen)



### Kiss of Death:

← → ↓ ↓ RN



## Friendship:

←, →, ←, ↓ RN



## Babality:

↓, ↓, →, LK



## Animality:

(LP), ←, →, ↓, →, release LP (close)



## Brutality:

LK, BL, HP, LK, BL, HP, LP, BL, HK, LK

## Pit:

→, →, ↓ HP

## Links

HP, HP, ↑ + LP (juggles;  
3-hits, 18%)

HP, HP, LP, ← + HP (4-hits, 22%)

HK, HK, HP, HP, ↑ + LP (juggles;  
5-hits, 27%)

HK, HK, HP, HP, LP, ← + HP  
(6-hits, 31%)

## Combos

Neck Kick, Energy Ring  
(2-hits, 21%)

Jump Kick, Leg Throw (2-hits, 26%)

Jump Kick, Rising Leg Kick  
(2-hits, 22%)

HK, HK, HP, HP, ↑ + LP, Jump Kick,  
Leg Throw (7-hits, 38%)

## Super Corner Combo

Jump Kick, Juggle Punch, LP,  
Rising Leg Kick (4-hits, 26%)

## Sweep Counters

Leg Throw

Energy Ring



## Jumping Attack Counters

Uppercut  
Standing HK  
Roundhouse  
Rising Leg Kick  
HP, Wave Punch  
HP, Energy Ring

## Fighting As Sonya Blade

The Leg Throw is the fastest and most furious move in Sonya's arsenal. If you perfect the timing of running forward and executing a Leg Throw, you can often catch your opponent trying to jump. The result is quite a down-to-earth experience for your foe. Another effective weapon is Sonya's Rising Leg Kick. Used mostly for countering jumping attacks and neck kicks, this move can also protect Sonya from other kicks.

Sonya's best fighting tactic is to vary her attacks from Energy Rings to running Leg Throws; however, make sure you don't become too reliant on one move. If you catch your opponent in a Leg Throw, run toward him or her and perform a Button Link Combo. This prevents your opponent from jumping away from you as he or she gets up. When your opponent jumps at you, perform Sonya's Teleport Punch to knock him or her back down.

## Fighting Against Sonya Blade

To defeat Sonya, you must be skilled at faking. Make your opponent think you aren't blocking (when you actually are), then when she attempts a Leg Throw, counter the move with a simple uppercut.

If your opponent attempts a neck kick, perform an uppercut to knock her out of the air. When you knock Sonya down, run toward her and perform a quick Link combo to push you to safety.

When Sonya throws an Energy Ring, counter with a fast combo that starts with a jump kick. If you are too close, jump over her and use your neck kick. Avoid trying to land and following it with a combo. It will miss because Sonya leans forward when throwing an Energy Ring.

## Weaknesses

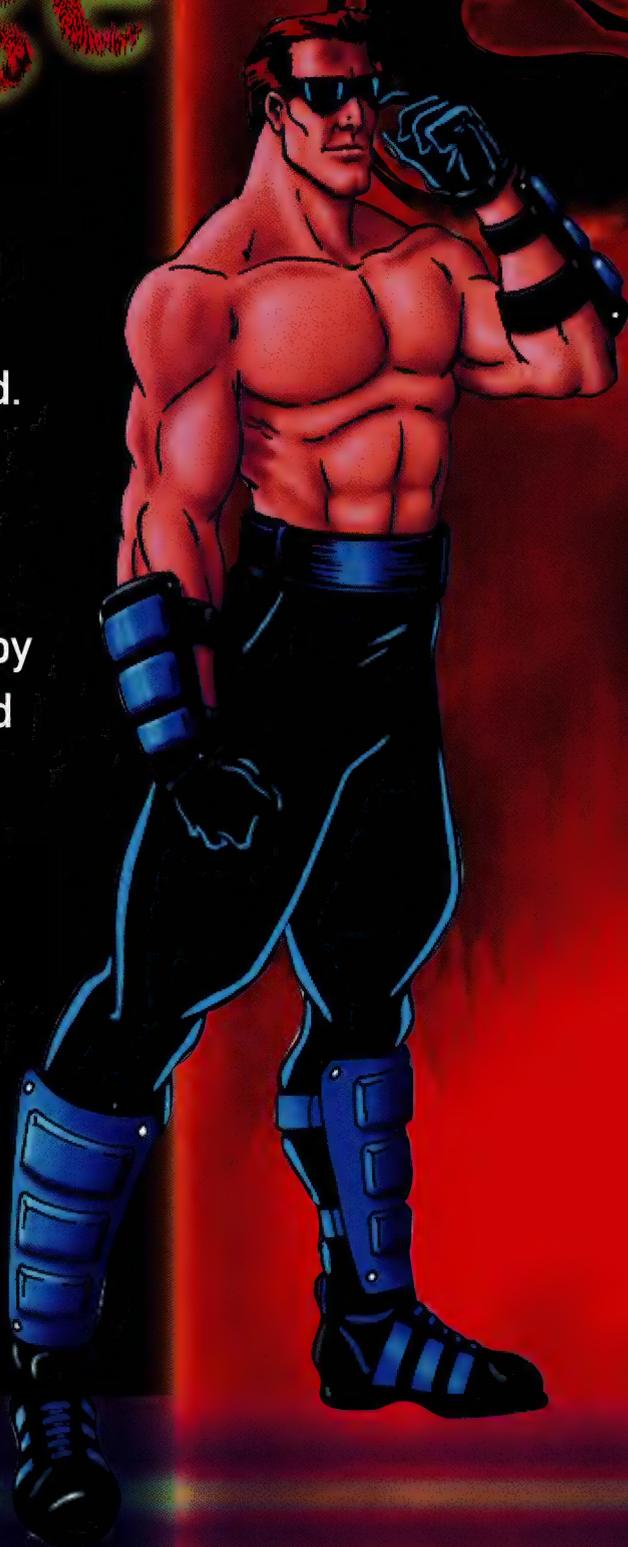
Sonya is left open for a counter attack if her Leg Throw is blocked. Also, before she throws an Energy Ring, she winds up, which makes it easy for your opponent to detect the move. Avoid using her Rising Leg Kick too frequently, because you will be on the receiving end of an uppercut if you miss.

# Johnny Cage

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Killed in battle with an Outworld extermination squad, Johnny Cage's life came to a tragic end. But the celluloid superstar manages to cheat death when his path to the afterlife is blocked by the merger of Earth and the Outworld. His soul takes possession of its body once again and enables Cage to rejoin his friends to battle for Earth's survival.



## Special Moves

### High Green Orb:

→.↓←+HP



### Low Green Orb:

←.↓→+LP



### Shadow Uppercut:

←.↓←+HP



### Shadow Kick:

←.→+LK



### Red Shadow Kick:

←.←.→+LK (N64)  
←.←.→+HK (PSX)



## Finishing Moves

### Super Uppercut(s):

↓.↓.→.→. LP (close)  
Triple Decap. (N64 Only):  
(Hold ↓ + LP + BL + LK  
for 3 heads) N64 only



## Friendship:

↓↓↓↓ LK



## Babality:

→. ←. ←. HK



## Animality:

(BL) ↓↓ →. →. HK (sweep N64)

(BL) ↓↓ →. →. HK (close PSX)



## Torso Kick / Backbreaker

↓↓↓ →. →. LK (half-screen N64)

↓↓↓ →. →. LK (close PSX)

## Brutality:

HP, LK, HK, LP, HP, HK, HK, HP, HP, LP, HP

## Pit:

↓ ←. →. →. HK

## Links

HP, HP, LP, ↓+LP (juggles; 4-hits, 17%)

LK, LK, HK, LK, LK (5-hits, 27%) N64

LK, HK, LK, LK (4-hits, 16%) PSX

## Combos

HP, HP, LP, ↓+LP (5-hits, 20%)

Jump Kick, Shadow Kick (2-hits, 22%)

HP, HP, LP, ↓+LP, Hop Kick, Shadow Kick (6-hits, 24%)

## Super Corner Combo

LK, LK, HK, LK, LK, LP, Shadow Kick (7-hits, 37%)

## Sweep Counters

Shadow Kick

Red Shadow Kick

## Jumping Attack Counters

Uppercut

Standing HK

Roundhouse

Shadow Uppercut

HP, Shadow Kick

HP, Shadow Uppercut

## Fighting As Johnny Cage

The long-awaited return of action star Johnny Cage is here. Finally playable again in MK Trilogy, he comes back with nothing spectacular. Cage has the Red Shadow Kick available full-time. The best feature of Johnny Cage is his link combo. With his basic Link combo, he can start a juggle and finish with a jump kick/shadow kick for up 24% damage. That really isn't a lot of damage, but you will get more opportunities to perform it than some of the other combos.

With Cage, you basically want to keep your opponent away from you at all times. You can accomplish this by constantly throwing Low Green Orbs, and mixing in a few high ones. When your opponent jumps in for the attack, you can try for the Shadow Uppercut to knock him or her back, or play it safe by simply using a standing HK. If your opponent is advancing and you're backing away, back up with taps on the D-pad. That way, at any time, you can surprise your opponent with a quick Shadow Kick.

The last major thing to know about Cage is the potency of his uppercut. Cage's uppercut is one of the best in the game if used correctly. If you can execute the uppercut right as your opponent gets into range, you will have no problem dealing damage and sending him or her flying. Also, if you get knocked over and your opponent tries to jump in for another attack, get off the ground with an uppercut. This will hit your opponent about 90% of the time.

## Fighting Against Johnny Cage

Winning against Cage is relatively simple. Your mission is to get as close as possible to your opponent, as quickly as you can. This is because Cage isn't that great in close-quarter combat. Accomplish this by throwing your projectile, then running in after it. This will get you close enough to attempt a neck kick. The main thing you need to worry about is Cage's Shadow Kick. This move is very effective in pushing you back. The good news is, you can duck the Shadow Kick and counter with a simple uppercut. Trick your opponent into thinking you are not blocking by holding down block, then moving the D-pad up and down. This will make your opponent think you are open for a Shadow Kick. As soon as you see the Shadow Kick coming out, simply duck, then uppercut.

### Weaknesses

Cage's biggest weakness is the huge recovery time that follows a failed Shadow Kick attempt. Opponents can easily take advantage of missed attempts with uppercuts and/or Juggle combos. Another of Cage's main weaknesses makes itself apparent when he completely misses a Shadow Uppercut. When a Shadow Uppercut is missed, opponents can easily start Juggle combos.

# Super Sub-Zero™

Sub-Zero was betrayed by his ninja clan, the Lin Kuei. He broke sacred codes of honor by leaving the clan and is marked for death. However, unlike the old ninja, his pursuers are machines. He must defend against the Outworld menace while eluding his souless assassins.



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## Special Moves

Ice Ball:

↓ → +LP



Ice Rain:

↓ → +HP



Near Ice Rain:

↓ → ← +HP



Far Ice Rain:

↓ ← → +HP

Ground Freeze:

↓ ← +LK



Sub-Xerox:

↓ ← +LP (can be done in air)



Ground Slide:

← +LP +BL +LK



## Finishing Moves

### Fade to Black:

↓↓↓ →. HP (close)



### Stalagmite Stab:

↓ →. →. →. HP (close)



### Friendship:

↓ ←. ←. →. LK (one-step)



### Babality:

↓ ←. ←. HK



## Animality:

←. ←. →. ↓ LP



## Brutality:

LP, HP, BL, LK, LK, HK, HK, LP, HP, LP

## Pit:

→. ↓ →. →. HP

## Links

LK, ←+HK, →+LK (3-hits, 19%)  
HP, HP, ↓+LP, ↓+HP (4-hits, 22%)  
HP, HP, LK, ←+HK, →+LK  
(5-hits, 26%)

## Combos

HP, HP, ↓+LP, ↓+HP, Jump Kick,  
Slide (6-hits, 33%)  
Juggle Punch, Ground Freeze,  
Uppercut (3-hits, 28%)  
Juggle Punch, Ground Freeze, HP,  
HP, ↓+LP, ↓+HP, Jump Kick,  
Slide 8-hits, 40%)

## Super Corner Combo

Jump Kick, Ice Blast, Jump Kick,  
Jump Kick, Sweep



## Sweep Counters

Slide

Ice Ball + Combo

Ice Ball + Uppercut

Ice Rain (as sweep is starting)  
+ Combo

Ice Rain (as sweep is starting)  
+ Uppercut

## Jumping Attack Counters

Uppercut

HP, Slide

Standing HK

Roundhouse

HP, Ice Ball, Uppercut

## Fighting As Sub-Zero

When playing as Classic Sub-Zero, you must learn to use the “trade” tactic. When you sense a projectile attack, use Sub-Zero’s freeze to counter. You may get hit by your opponent’s projectile, but you will also freeze them in the process. This sets you up for either Juggle or ground combos.

Also, if the timing is just right, you can freeze jumping opponents before they have a chance to kick or punch. This is an extremely useful tactic, because it leaves your opponent frozen in the air and vulnerable to more Juggle combo damage.

Sub-Zero’s infamous Ground Freeze is another stellar attack. To use it effectively, jump toward your opponent with a late face kick. Then, as you connect immediately go into the Ground Freeze.

This makes your opponent slide all over the place on unsure footing. Now you can take advantage by unleashing an uppercut or a basic ground combo.

## Fighting Against Sub-Zero

Sub-Zero often leaves himself open for attack when he uses his Freeze. When he uses his Freeze attack, go for a Juggle combo by jumping in with a face kick, and then performing your character’s Juggle combo. Also, Sub-Zero is easily knocked out of his jump kicks with a simple high kick.

When Sub-Zero slides in with his Ground Slide, use your uppercut to knock him back. If there is time, you can also perform a basic ground combo. Another of Sub-Zero’s main attacks is the Ground Freeze. If you want to counter the Ground Freeze with an attack of your own (instead of jumping back), jump over your opponent and hit him with a neck kick.

## Weaknesses

Sub-Zero’s main weakness occurs when he uses his Freeze, which leaves him wide open for jump kicks. Also, if your opponent expects some Ground Freezes, you open yourself up for neck kicks.

Sub-Zero’s Slide creates another weakness, because when it gets blocked, he’s left open for an uppercut.

# Cyrax™

Cyrax is unit LK-4D4, the second of three prototype cybernetic ninjas built by the Lin Kuei. Like his counterparts, his last program command is to find and terminate the rogue ninja Sub-Zero. Without a soul, Cyrax goes undetected by Shao Kahn and remains a possible threat against his occupation of Earth.

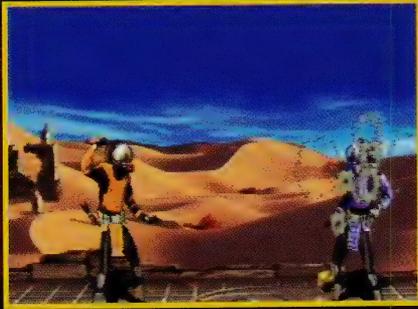
## MORTAL KOMBAT® TRILOGY



## Special Moves

### Far Bomb Toss:

(LK), →, →+HK



### Near Bomb Toss:

(LK), ←, ←+HK



### Teleport:

→, ↓+BL (air/ground)



### Green Net:

←, ←+LK



### Air Run:

→, ↓, →+BL (LP for throw)



## Finishing Moves

### Helicopter Slice:

↓↓↓↑, ↓ HP



## Self-Detonation:

↓, ↓, →, ↑, RN (close)



## Friendship:

RN, RN, RN, ↑



## Babality:

→, →, ←, HP



## Animality:

↑, ↑, ↓, ↓ (close)



## Brutality:

HP, HK, HP, HK, HK, HP, HK, HP, HK, LK, LP

## Pit:

RN, BL, RN

## Links

HP, HP, LP (3-hits, 18%)

HK, HK, ←+HK (3-hits, 19%)

HP, HP, HK, HP, HK, ← + HK (6 hits, 30%)

## Combos

Far Bomb, Near Bomb, Uppercut  
(3-hits, 43%)

Far Bomb, bomb explodes, HP, HP,  
Air Run+Throw (4-hits, 24%)

## Super Corner Combo

Jump Kick, Juggle Punch, LP,  
Green Net, Uppercut

## Sweep Counters

Green Net (as sweep is starting)

## Jumping Attack Counters

Uppercut

Standing HK

Roundhouse

Green Net, Uppercut

HP, Air Run + Throw

HP, Green Net, Uppercut

## Fighting As Cyrax

When playing as Cyrax, you should remember that you want to make your opponent come to you. You can accomplish this by throwing a random pattern of Short and Long Bombs. To avoid the bombs, your opponent must walk toward you or jump the explosion. This is your opportunity to grab him or her with a Green Net, or smash him or her with an uppercut.

A more cunning way to get enemies to jump toward you is to rapidly tap Back on the D-pad, and then press Block or punch. This tactic gives the impression that you are about to throw a bomb. Doing this intimidates opponents into jumping, leaving them wide open to be snared in a Green Net or thrown. If you do attack, remember that you want to end up away from your adversary, so attack and get away quickly. Your opponent will lose

some health and be forced into a situation where he or she must come at you!

## Fighting Against Cyrax

When Cyrax is the enemy, avoid jumping toward him. Avoid bombs by simply jumping straight up instead of jumping forward. If you're sure a Green Net or bomb throw is on its way, then execute a quick jumping attack, but only if you are absolutely certain that you will connect.

It's also a good idea to familiarize yourself with the timing of Cyrax's bombs. If you know exactly how much time you have before a bomb will explode, then you can remain near the bomb until the last second, then just run a short distance to avoid the blast, without seriously interrupting your offensive strategy.

## Weaknesses

Cyrax is vulnerable to jumping attacks for a short time when executing any of his projectile attacks (Bombs and Green Nets). The Teleport also opens Cyrax up for an attack from his adversary. There are only two conditions when this move is safe:

1. When you have already knocked down your opponent
2. When you want to get out of the corner quickly.

# Ermac™

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TRILOGY

Ermac's past remains a mystery to all. It's believed that he exists as a life force brought together by the souls of Outworld Warriors. Shao Kahn has taken possession of these souls and uses them to fight for the side of tyranny.



## Special Moves

### Mind Lift:

←, ↓, ←+HK



### Green Blast:

↓, ←+LP



### Teleport Punch:

↓, ←+HP



## Finishing Moves

### Johnny Cage Wanna-be:

RN, BL, RN, RN, HK (close)



### Telekinetic Massacre:

↓, ↑, ↓, ↓, ↓ BL (outside sweep)



### Friendship:

→, →, →, HP



## Animality:

←, ←, →, →, LK (close N64)  
→, →, ←, ←, LK (one step PSX)



## Babality:

↓, ↓, ←, ←, HP



## Brutality:

HP, LP, BL, HK, LK, BL, HP, LP, LK, HK

## Pit:

RN, RN, RN, RN, LK

## Links

LK, LP (juggles; 2-hits, 15%)

HK, HK, LK, ←+HK (4-hits, 23%)

HP, HP, ←+LP, ↓, →+LP (juggles; 4-hits, 19%)

HP, HP, ←+LP, HK, LK (5-hits, 24%)

## Combos

LK, LP, Telekinetic Slam, Uppercut or Roundhouse (4-hits, 26% or 24%)

LK, LP, Jump Kick, Teleport Punch

LK, LP, walk in + HP, Telekinetic Slam, Jump Kick

LK, LP, walk in + HP, Telekinetic Slam, Fireball

LK, LP, walk in + HP, Telekinetic Slam, Roundhouse

LK, LP, Jump Kick, Teleport Punch, Fireball

LK, LP, Telekinetic Slam, HP, HP, Fireball

Telekinetic Slam, HP, Teleport Punch, Fireball

Telekinetic Slam, HP, Jump Kick, Teleport Punch, Telekinetic Slam, HP, Uppercut (45%)

Telekinetic Slam, HP, Jump Kick, Teleport Punch, Telekinetic Slam, Juggle Punch, Uppercut (44%)

Telekinetic Slam, HP, Jump Kick, Teleport Punch, Telekinetic Slam, HP, HP, Fireball (43%)

HP, HP, ← + LP, ↓, ↘, → + LP, Telekinetic Slam, HP, Jump Kick

HP, HP, ← + LP, ↓, ↘, → + LP, Telekinetic Slam, HP, HP, Fireball



### Super Corner Combo

Jump Kick, HP, Telekinetic Slam, HP, Jump Kick, Teleport Punch, Uppercut (7-hit, 45%)

### Sweep Counters

Fireball

Telekinetic Slam

### Jumping Attack Counters

Uppercut

Standing HK

Roundhouse

HP, Telekinetic Slam + Combo

HP, Telekinetic Slam, Uppercut

HP, Teleport Punch, Telekinetic Slam, HP, HP, Fireball

### Fighting As Ermac

Being the biggest rumor of an MK past, Ermac naturally had to make an appearance, and he's making more than just an appearance. He's a great choice for the advanced player.

The best strategy is to play defensively. Wait for your opponent to attempt something, and then simply counter with a move of your own. A good example of this is when your opponent attempts a jumping attack. Counter with a well-timed High Punch, then follow it up with a Telekinetic Slam and your favorite Juggle Combo.

Another one of Ermac's strengths is his Teleport Punch. It is exactly like Scorpion's, and is just as useful. Use it to counter an opponent's projectile attempts, and also to knock foes out of the air when they jump away from you. This move is key to a few of Ermac's most deadly combos.

### Fighting Against Ermac

Playing against Ermac is very much like playing against Scorpion. The main thing to remember is that Ermac can't hurt you if you know how and when to block. If you are holding Block when Ermac attempts a Telekinetic Slam, he will be wide open for the attack of your choice. Remember that Ermac is a Ninja, and can be knocked out of the air just like Scorpion. Use this to your advantage if your opponent mistakenly tries to attack you by air.

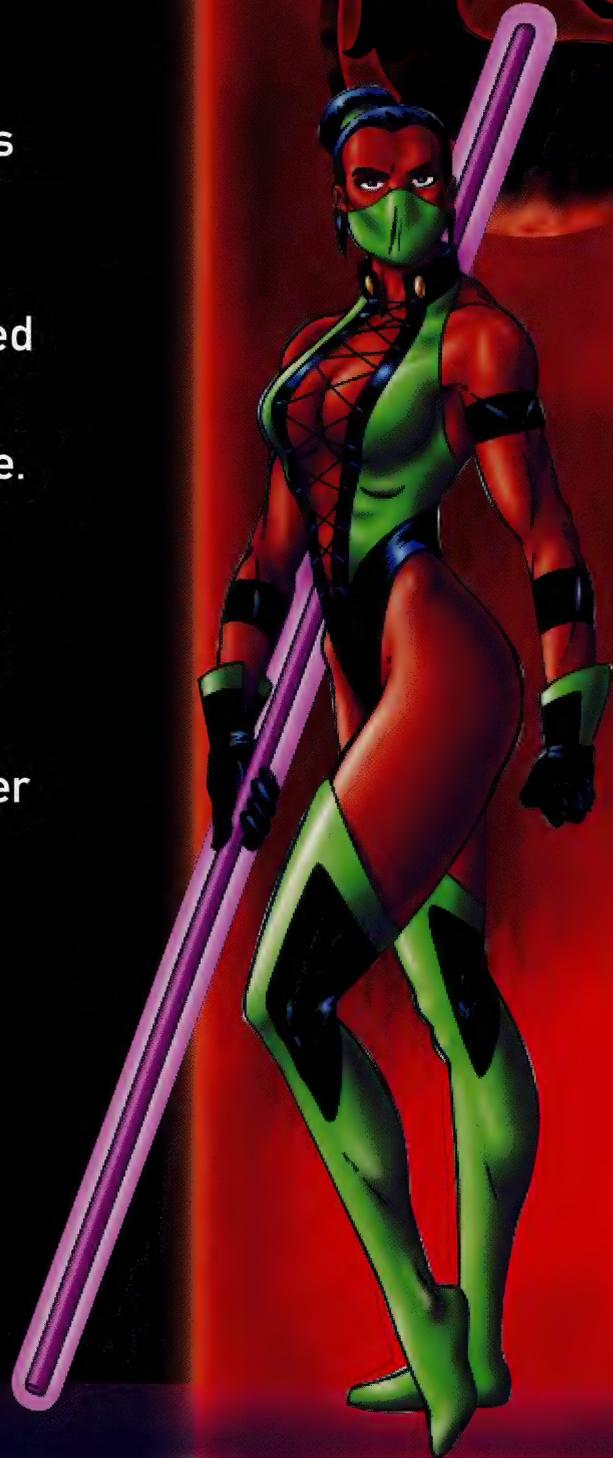
### Weaknesses

One main problem with Ermac is his inability to fight in close. With the exception of his Fireball, there is not much he can do when he is near his opponent. His third weakness becomes apparent when his Teleport Punch is blocked. He is left floating in the air, and is very susceptible to Juggle combos.

# Jade™

When the renegade Princess Kitana makes her escape into the unknown regions of Earth, Jade is appointed by Shao Kahn to bring his daughter back alive. At one time a close friend of the Princess, Jade is faced with the task of betraying her friend or disobeying her emperor.

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## Special Moves

### High Boomerang:

←, →+HP



### Mid Boomerang:

←, →+LP



### Low Boomerang:

←, →+LK



## Projectile Invincibility:

←, →+HK



### Shadow Kick:

↓, →+LK



### Second Chance:

←, ←, →, LP

## Finishing Moves:

### Stomach Stab:

↑, ↑, ↓, →, HP (close)



### Uppercut Impale:

RN, RN, RN, BL, RN (close)



### Friendship:

←, ↓, ←, ←, HK



## Babality:

↓↓, →, ↓, HK



## Animality:

→, ↓, →, →, LK (close)



## Brutality:

LK, HP, LP, HK, HK, LK, BL, BL, HP, HK

## Pit:

←, →, ↓, RN

## Links

HP, HP, ↓+LP, ↓+HP (4-hits, 22%)

HK, HK, LK, ←+HK (4-hits, 23%)

HP, HP, ↓+LP, LK, HK, LK, ←+HK  
(7-hits, 25%)

## Combos

Jump Kick, Glow Kick (2-hits, 21%)

### Super Corner Combo

Jump Kick, HP, Boomerang Middle (3-hits, 24%)

### Sweep Counters

Shadow Kick

Boomerang Low

Boomerang Middle

### Jumping Attack Counters

Uppercut

Standing HK

Roundhouse

HP, Shadow Kick

HP, Boomerang Middle

## Fighting As Jade

Emerging from the shadows, Jade demonstrates her fighting ability and ensures that no one mistakes her for anything less than a dangerous adversary. With the ability to pass through projectiles, Jade seems almost invincible at times. This move enables you to shut down the majority of your foe's attacks. If a projectile is approaching, perform the back to forward motion, press HK, and then immediately run toward your opponent.

Another effective move is Jade's Glow Kick, which is an updated version of Johnny Cage's Shadow Kick and is one of the fastest attacks in

the game. Leaving little time for an opponent to Block, a well-timed Glow Kick can inflict major damage. It's best used as a Sweep Counter, but the Glow Kick is also highly effective as a surprise attack. If an opponent advances toward you and is not blocking, unleash a quick Glow Kick. When it connects, you will knock your opponent down and assume control in the match.

## Fighting Against Jade

When playing against Jade, you must always be prepared to Block, because she can suddenly connect with a Glow Kick. The best way to defeat Jade is to always be alert and capitalize on your chances to inflict damage.

When Jade's Glow Kick misses, it creates a good projectile counter opportunity. Jade is also vulnerable when she attempts a Boomerang throw. These missed attempts create openings for Juggle combos or even Button Link combos.

### Weaknesses

Jade's biggest flaw becomes apparent when she throws a Boomerang, so limit the number of these attacks. Also, Jade lacks the variety of moves present in other character's arsenals, so opponents can usually guess what attack is coming. Despite these minor drawbacks, Jade is a solid newcomer.

# Jax™

After failing to convince his superiors of the coming Outworld menace, Jax begins to covertly prepare for the future battle with Kahn's minions. He fits both arms with indestructible bionic implants. This is a war Jax is prepared to win.

## MORTAL KOMBAT® TRILOGY



## Special Moves

### Bionic Rush:

→. →+HK



### Single Shot:

←. →+HP



### Double Shot:

→. →. ←. ←+HP



## Ground Smash:

(LK) for 3 seconds, then release LK



### Gotcha Grab:

→. →+LP, Tap LP



### Backbreaker:

BL (while both fighters are in air)



### Quad Slam

LP, Tap HP

## Finishing Moves:

### Slice 'Em Up:

(BL), ↑, ↓, →, ↑ Release BL, (close N64)  
↑, ↓, →, ↑ BL, (close PSX)



### Mega Squash:

RN, BL, RN, RN, LK (full screen)



### Friendship:

LK, RN, RN, LK



## Babality:

↓↓↓ LK



## Animality:

(LP), →, →, ↓, →, then release LP (close)



## Brutality:

HP, HP, BL, LP, HP, HP, HP, BL, LP, HP

## Pit:

↓↓ → ↓ LP

## Links

HK, HK, ←+HK (3-hits, 19%)

HP, HP, BL, LP, ←+HP (5-hits, 24%)

HK, HK, ↓+HP, HP, BL, LP, ←+HP  
(7-hits, 33%)



## Combos

Jump Kick, Bionic Rush (2-hit 22%)

Jump Kick, Single Shot (2-hit 20%)

Jump Kick, Gotcha Grab (6-hit 37%)

### Super Corner Combo

HK, HK, ↓+HP, HP, BL, LP, ←+LP, Juggle Punch, LP, Gotcha Grab

### Sweep Counters:

Bionic Rush

Gotcha Grab

Ground Smash

### Jumping Attack Counters

Uppercut

Standing HK

Roundhouse

HP, Bionic Rush

HP, Gotcha Grab

HP, Jump Kick, Backbreaker

## Fighting As Jax

Jax appears to be one of the strongest characters in the game. Although Jax is a defensive character, he has the power to destroy a Kombatant in just a few seconds. Jax's LK should always be charged, because it unleashes a stealth-like Ground Smash for some quick damage! Your opponent will never know what hit him.

The Double Shot is another effective weapon in Jax's arsenal. The Single Shot doubles the damage, is a quick move, and helps keep opponents on the ground. If you vary your attacks between Single and Double Shots and add some Ground Smashes, your defenses can become impenetrable.

Use Jax's High Punch, Bionic Rush combo to stop jumping attacks. This tactic must be precisely timed; however, it does prevent your opponents from jumping.

## Fighting Against Jax

Jax has a wide variety of special moves that you must always be aware of. When advancing toward him, run and then block when he starts a special move. Don't forget Jax's unblockable Ground Smash; jump into the air when you see his arm draw back.

You can use some neck kicks followed by a sweep to deplete Jax's health while keeping your distance. Make your opponent jump by "faking" a projectile, and then using your Counter combos when mounting your attack.

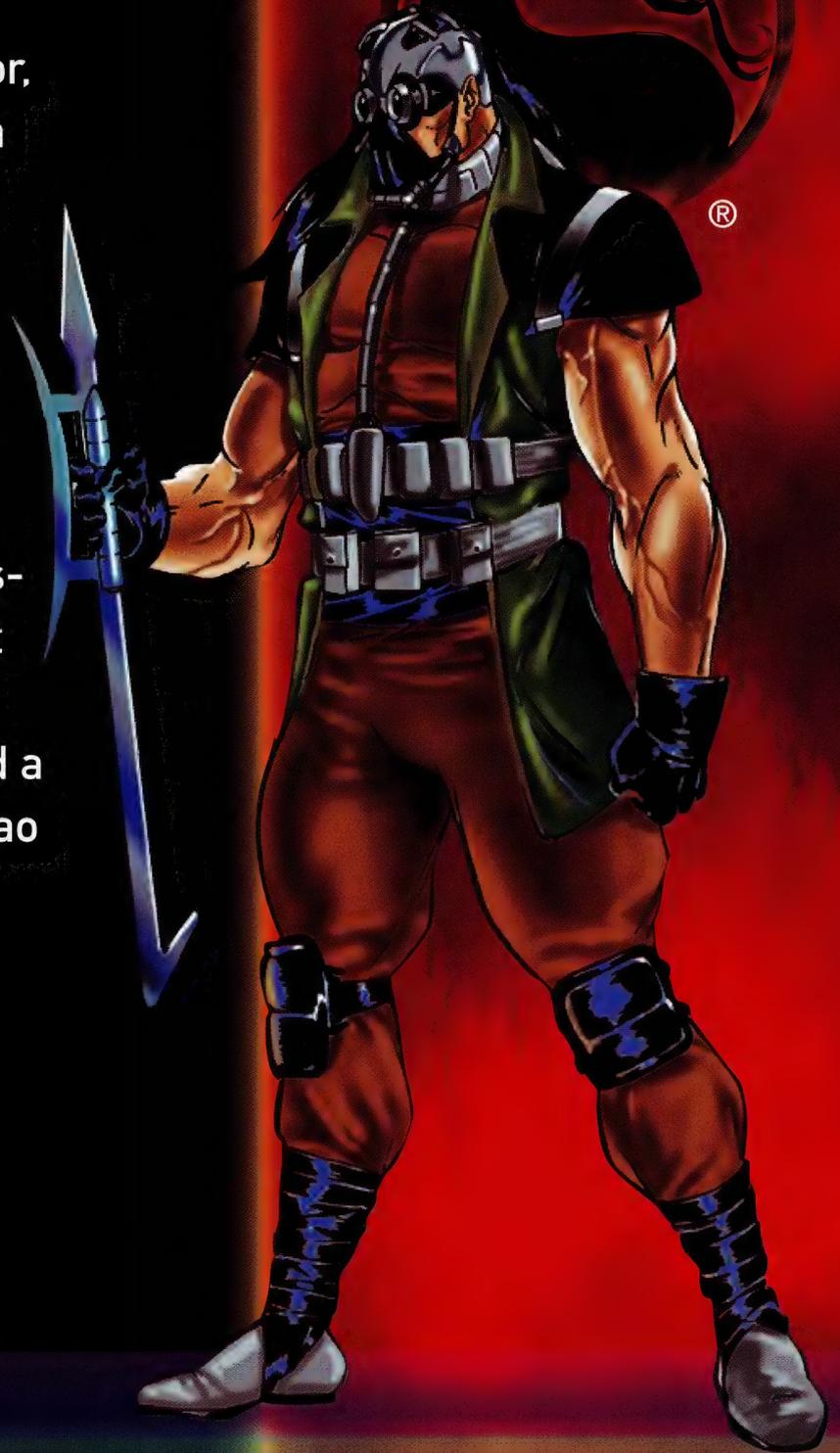
### Weaknesses

Jax's only drawback is that most of his moves have a long recovery time. If your opponent correctly anticipates one of Jax's moves, he can inflict some serious damage to Jax with just a single combo.

# Kabal™

## MORTAL KOMBAT® TRILOGY

As a chosen warrior, Kabal's identity is a mystery to all. It is believed he is a survivor of an attack by Shao Kahn's extermination squads. As a result, he is viciously scarred and kept alive only by artificial respirators and a rage for ending Shao Kahn's conquest.



## Special Moves

### Web Spin:

←, →+LK



### Fireball:

←, ←+HP (air/ground)



### Ground Saw:

←, ←, ←+RN



## Finishing Moves

### Super Pump:

↓, ↓, ←, →, BL (mid)



### Hell Face:

RN, BL, BL, BL, HK (close)



### Friendship:

RN, LK, RN, RN, ↑



## Babality:

RN, RN, LK



## Animality:

(HP), →, →, ↓, →, release HP (close)



## Brutality:

HP, BL, LK, LK, LK, HK, LP, LP, LP, HP, LP

## Pit:

BL, BL, HK

## Links

HP, HP, ↓+HP (juggles; 3-hits, 13%)

LK, LK, HP, HP, ↓+HP (juggles; 5-hits, 15%)

HP, HP, ↓+LP, ↓+HP (4-hits, 17%)

LK, LK, ←+HK (3-hits, 18%)

LK, LK, HK, ←+HK (4-hits, 24%)

LK, LK, HP, HP, ↓+LP, ↓+HP (6-hits, 17%)

## Combos

Web Spin, LK, LK, HK, ← + HK (5-hits, 24%)

Jump Kick, Web Spin, LK, LK, HP, HP, ↓ + HP (7-hits, 24%)

Jump Kick, Web Spin, LK, LK, HP, HP, ↓ + HP, Jump Kick, Fireball (9-hits, 38%)

## Super Corner Combo

Jump Kick, Juggle Punch, LP, Web Spin, Uppercut

## Sweep Counters

Fireball

Web Spin + Combo

## Jumping Attack Counters

Uppercut

Standing HK

Roundhouse

Web Spin + Uppercut

HP, Web Spin, Jump Kick, Fireball

## Fighting As Kabal

When playing as Kabal you must have patience and the ability to quickly unleash the Web Spin. You can trick your opponent by jumping toward him and then throwing a Fireball to stop any forward motion. This technique keeps Kabal away from HKs and jumping attack counters.

When you capture your rival with a Web Spin, you need to inflict as much damage as possible. A Juggle Combo is a devastating follow-up to the Web Spin—it accomplishes your goal of maximum damage.

The best time to catch an opponent in a Web Spin is when he attempts to jump over Kabal. While your opponent is suspended in the air, you can knock him down with an uppercut, or a Juggle combo! Kabal may have a limited number of attacks, but the few this mysterious warrior has are grimly efficient.

## Fighting Against Kabal

The simplest way to defeat Kabal is to fake your opponent into performing a Web Spin, block it, and then counter with a massive-damage combo. To set up this scenario, hold down the Block button while rapidly pressing up and down on the D-pad. This usually tricks your opponent into thinking that you've released the Block button in order to perform a move. If your opponent falls for it and throws a Web Spin, start a combo to finish him off.

### Weaknesses

The biggest flaw in Kabal's armor is the long recovery time he suffers from a blocked Web Spin. This lag time leaves him open for any number of attacks. Also, the beginning movements of his Ground Saw are easy to detect and, therefore, can be countered with a variety of deadly combos.

# Kano™

Kano was thought to have been killed in the first tournament. Instead, he is found alive in the Outworld where he again escapes capture by Sonya. Before the actual Outworld invasion, Kano convinces Shao Kahn to spare his soul. Kahn needs someone to teach his warriors how to use Earth's weapons—Kano is his choice.

MORTAL KOMBAT®  
TRILOGY



## Special Moves

### Sword Toss:

↓ ← +HP



### Upwards Ball Roll:

→ ↓ → +HK



### Slice Uppercut:

↓ → +HP



### Psycho Ball Roll:

→ ↓ → +LK



### Ball Roll:

(LK) 3 seconds, then release



### Violent Grab:

↓ → +LP



### Air Throw

BL (Air)

## Finishing Moves

### Skeleton Rip:

(LP), →, ↓, ↓, →, release LP (close)



### Eye Lazer:

LP, BL, BL, HK (outside sweep)



### Friendship:

LK, RN, RN, HK



### Babality:

→, →, ↓, ↓ + LK



### Animality:

(HP), BL, BL, BL, Release HP (close)



### Brutality:

LP, BL, LP, HP, BL, HK, LK, BL, HK, LK

### Pit:

↑, ↑, ←, LK



## Links

HP, HP, LP (juggles) (3-hits, 18%)

HP, HP, ↓+LP, ↓+HP (juggles)  
(4-hits, 22%)

HK, HK, LK, ←+HK (4-hits, 23%)

HP, HP, HK, LK, ←+HK (5-hits, 26%)

LK, HK, LK, ←+HK (4-hits, 23%)

## Combos

Jump Kick, Spinning Ball (2-hits,  
22%)

HP, HP, ↓+LP, ↓+HP, Roundhouse  
(5-hits, 30%)

HP, HP, ↓+LP, ↓+HP, walk forward,  
HP, Spinning Ball (6-hits, 32%)

### Super Corner Combo

HP, HP, ↓+LP, ↓+HP, Juggle Punch,  
Uppercut

## Fighting As Kano

Kano is very effective when his Spinning Ball attack is always charged and ready to launch. With this move charged, you can use it anytime to counter a missed sweep or a poorly timed jumping attack. To make this attack even more dangerous, run toward your opponent with the Spinning Ball charged before releasing it. You can usually catch an opponent trying to jump away or sweep you.

If your opponent attempts to jump over you, greet him or her with Kano's Slice Uppercut. This is also an effective weapon for countering regular jumping attacks.

## Fighting Against Kano

Kano is very fast and unpredictable. To defeat Kano, you must have lightning-fast reflexes. Always advance toward Kano with caution, because he can damage you with his quick moves. In general, you need to use the same fighting strategy against Kano as you would when fighting Kabal. A good fighting strategy against this dangerous foe is to lob a couple of projectiles, then fake a projectile and counter your opponent's reaction. By faking a projectile, you make Kano come toward you, creating an opportunity to counter with a good uppercut.

### Weaknesses

Kano's biggest weakness occurs when his Spinning Ball is blocked. Even though you miss knocking down your opponent, you remain in the air just long enough for your opponent to retaliate. He or she can either unleash a combo on you or just perform an uppercut. Kano is also vulnerable when he throws a projectile, so make sure you only use them when it's safe.

# Liu Kang

TM

After the Outworld invasion, Liu Kang finds himself the prime target of Kahn's extermination squads. He is the Shaolin Champion and has thwarted Kahn's schemes in the past. Of all the humans, Kang poses the greatest threat to Shao Kahn's rule.

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## Special Moves

### High Fireball:

→. →+HP (performed in air also)



### Low Fireball:

→. →+LP



### Flying Kick:

→. →+HK



### Bicycle Kick:

(LK) for 4 seconds, release LK



### Super Kick:

(LK) for 4 seconds, ←, →, release LK



## Finishing Moves

### Mental Torch:

→. →. ↓↓ LK



## Arcade Drop:

↑, ↓, ↑, ↑, BL+RN



## Friendship:

RN, RN, RN, RN + ↓



## Babality:

↓, ↓, ↓ HK



## Animality:

↓, ↓, ↑ (sweep)



## Brutality:

LP, HP, BL, LK, HK, LK, HK, LP, LP, HP

## Pit:

RN, BL, BL, LK

## Links

HP, HP, ←+LP (juggles; 3-hits, 13%)

LK, LK, HK, LK (4-hits, 22%)

HP, LK, LK, HK, LK (5-hits, 25%)

HP, HP, BL, LK, LK, HK, LK (7-hits, 29%)

## Combos

Jump Kick, Flying Kick (2-hits, 22%)

Bicycle Kick, Flying Kick (2-hits, 25%)

Jump Kick, Air Fireball, Flying Kick (3-hits, 28%)

HP, HP, ← + LP, Jump Kick, Air Fireball, Flying Kick (6-hits, 22%)

### Super Corner Combo

Jump Kick, High Fireball, Juggle Punch, LP, Bicycle Kick

### Sweep Counters

Flying Kick

Bicycle Kick

Low Fireball (as sweep is starting)

### Jumping Attack Counters

Uppercut

Standing HK

Roundhouse

HP, Low Fireball

HP, Bicycle Kick

Jump Kick, Air Fireball

## Fighting As Liu Kang

Liu Kang brings the element of surprise to the tournament because of his incredibly fast fighting skills. His Flying Kick is especially fast, which makes it a very effective mode of attack.

It's always important to keep Kang's Bicycle Kick charged so it's ready for a quick release and some instant damage. With the Bicycle Kick charged, you can counter your opponent's missed or blocked move, and then follow it by running toward him and executing a Button Link Combo.

You can counter your opponent's jumping attacks by running underneath the jump, and then releasing the Bicycle Kick when you are fac-

ing the opposite direction. When executed properly, this catches your opponent from behind before Kang hits the ground. Liu Kang's uppercut punch is every bit as deadly as Kung Lao's; use it to stop jumping attacks.

Kang's Low Fireball attack enables him to duck under projectile attempts while inflicting damage to your opponent at the same time. You can drain even more health by countering missed projectile attempts with a Juggle Combo.

## Fighting Against Liu Kang

Try to fake your opponent into unleashing one of Kang's special kicks. If you are not yet proficient at performing counter combos, rely on an uppercut on blocked kicks.

If you anticipate a Fireball by Kang, you can either execute a Button Link combo or you can throw him.

It's best to stay on the ground against Liu Kang because of his devastating Jumping Attack counters. If you need to approach him, make sure you Block frequently or Kang will destroy you with his Bicycle Kick.

### Weaknesses

As with most characters, Liu Kang has a significant lag time after throwing one of his projectiles. Also, when he fails to connect with one of his special kicks and they're blocked, he falls prey to an assortment of retaliation options.

# Kitana™

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TRILOGY

Kitana is accused of treason by the High Courts of Outworld after murdering her evil twin Mileena. Shao Kahn takes it upon himself to specifically appoint a group of warriors to catch his daughter and bring her back alive. However, Kitana must first find a way to reach the newly crowned Queen Sindel and warn her of their true past.



## Special Moves

### Fan Lift:

←. ←. ←+HP



### Fan Toss:

→. →+HP+LP (air/ground)



### Air Punch:

↓ ←+HP



## Finishing Moves

### Kiss of Death:

RN, RN, BL, BL, LK (close)



### Head Swipe:

←. ↓. →. →, HK (close)



### Friendship:

↓ ←. →. →, LP



## Babality:

→, →, ↓, →, HK



## Animality:

↓↓↓↓ RN (one step)



## Brutality:

HP, BL, HK, BL, LK, BL, LP, BL, HP, BL

## Pit:

→, ↓, ↓ LK

## Links

HK, HK, LK, ←+HK (4-hits, 23%)

HP, HP, ←+LP, →+HP (4-hits, 25%)

## Combos

Fan Lift, Jump Kick, Air Fan Toss, Square Punch (3-hits, 22%)

Fan Lift, Jump Kick, Air Fan Toss, Run + Uppercut or Roundhouse (3-hits, 25%)

Fan Lift, Jump Kick, Air Fan Toss, HP, Square Punch (4-hits, 22%)

Jump Kick, Air Fan Toss, Run + Uppercut (2-hits, 33%)

### Super Corner Combo

Fan Lift, Jump Kick, Hop Kick, Air Fan Toss, HP, Square Punch (6-hits, 33%)

### Sweep Counters

Fan Toss

Fan Lift (as sweep is starting)

### Jumping Attack Counters

Uppercut

Standing HK

Roundhouse

Square Punch

Fan Lift + Combo

Fan Lift, Uppercut



## Fighting As Kitana

Kitana can stop anyone from attacking by air by using her incredibly potent Fan Lift. The best way to catch an opponent in the Fan Lift is to fake a Fan Toss by tapping ➔ two or three times and pressing Block. Usually your opponent will jump at you, which opens up the opportunity to grab him or her out of the air with the Lift.

However, a savvy MK veteran will come at you with Teleport Punches or any similar attack. To compensate for these attacks, simply perform the forward tapping motion, and then hold BL until you detect the attack. This prevents you from being hit by a punch in the back of the head.

It's best to throw Kitana's Fan only when she's airborne. The Fan Throw is not as effective when you're standing on the ground because of its lag time. However, when you throw a Fan while in mid-air, you immediately recover and fall back to the ground. This enables you to keep many opponents away by simply throwing Air Fans.

Whenever you jump away from or toward your opponent, make sure you throw a Fan before you hit the ground. This prevents your opponents from trying something tricky, because he or she will get smacked with a Fan, and you will have time to add a swift combo for additional damage.

## Fighting Against Kitana

To defeat Kitana, you must first know what the lady ninja is capable of. Kitana only has a few attacks and is also quite limited in the combo category. You expose yourself to her best combo when you throw a projectile. This combo (Jump Kick, Fan Toss, Square Punch) will destroy you if you constantly throw projectiles.

An effective fighting strategy against Kitana is to trick your opponent into performing a Fan Lift prematurely. You can do so by jumping toward Kitana, and then immediately throwing a projectile to halt your forward motion. This will usually trick your opponent into the Fan Lift, enabling you to attack with anything that keeps you clear of her Fan.

### Weaknesses

Kitana suffers tremendous lag time after performing a Fan Throw. The only way to avoid this fault is to only throw the Fan while in mid-air.

Another weakness comes into play when Kitana doesn't connect with her Square Punch. This sets her up for an uppercut or combo.

Also, Kitana has a long lag time when she misses with the Fan Lift. This is when Kitana is most vulnerable.

# Kung Lao<sup>TM</sup>

The mysterious member of the White Lotus Society is back in an attempt to defeat Shao Kahn and avenge the death of his Shaolin brothers.

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TRILOGY



## Special Moves

### Hat Toss:

←, →+LP



### Diving Kick:

↓+HK (in air)



### Spinning Shield:

→, ↓, →+RN (rapidly press RN for more spins: → or ← to move)



## Teleport Attack:

↓, ↑



## Double Teleport Attack:

↓↓, ↑

## Finishing Moves

### Vacuum Cleaner:

RN, BL, RN, BL, ↓



## Hat Slice:

→. →. ←. ↓ HP (inside sweep)



## Friendship:

RN, LP, RN, LK (past sweep)



## Babality:

↓ →. →. HP



## Animality:

RN, RN, RN, RN, BL (close)



## Brutality:

HP, LP, LK, HK, BL, HP, LP, LK, HK, BL, HP

## Pit:

↓ ↓ →. →. LK

## Links

LK, LK, ←+HK (3-hits, 19%)

HP, LP, HP, LP, LK, LK, ←+HK  
(7-hits, 34%)

## Combos

Jump Kick, Air Diving Kick  
(2-hits, 24%)

### Super Corner Combo

Jump Kick, Juggle Punch, LP,  
Spinning Shield, Hop Punch,  
Diving Kick

## Sweep Counters

Hat Throw

Spinning Sheild (as sweep is starting)

## Jumping Attack Counters

Uppercut

Standing HK

Roundhouse

Spinning Sheild, Uppercut

HP, Spinning Sheild, Uppercut

## Fighting As Kung Lao

Kung Lao is an offensive weapon because of his arsenal of moves. From his super-fast Diving Kick to his Teleport Punch, Lao is a force to be reckoned with.

One of Kung Lao's best fighting techniques is to jump back, and then dive down with his Diving Kick. Often times, your opponent releases the Block button when he sees Lao's initial retreat; the Diving Kick will definitely catch him off-guard. You can also use his Diving Kick as a way to get closer to a fallen opponent. If the timing is right, you can dive in and then throw your opponent.

Try adding this clever twist to Kung Lao's Teleport: After emerging from the Teleport, press a punch button when Lao reaches the top of his climb. Then add a

quick sweep immediately after you press a punch button to finish the move.

Kung Lao has an uppercut that is second to none, so use it every chance you get!

## Fighting Against Kung Lao

When fighting against Lao, you must avoid his Diving Kicks. To do so, run toward him in spurts by holding  $\blacktriangleright$  and Run, pressing BL, and then Run again. This creates a good attack opportunity and sometimes may tempt your opponent to jump away rather than perform a Diving Kick.

It's a common tendency to duck and uppercut immediately after seeing Lao's Teleport. Avoid this move and any jumping attacks to minimize any damage from his powerful uppercut.

Lao's Hat Throw is an effective projectile that you must jump over and then quickly counter with a jump kick.

## Weaknesses

Kung Lao is very susceptible to damage when his Diving Kick gets blocked. In addition, Lao's Teleport leaves him vulnerable to an uppercut. Use his Hat Throw sparingly because of its lag time and the inability to control it effectively.

# Mileena™

Thought to have been killed by Kitana in Mortal Kombat II, Mileena now prepares to battle in Mortal Kombat Trilogy.



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## Special Moves

### Sai Toss:

(HP) 2 seconds, then release (can be done in air)



### Air Kick:

→, →+LK



### Ground Roll:

←, ←, ↓+HK



## Finishing Moves

### Nail Spit:

←, ←, ←, →, LK (full screen)



### Suck and Spit:

↓, →, ↓, →, LP (close)



### Friendship:

↓, ↓, ←, →, HP



## Babality:

↓ ↓ → → HP



## Animality:

→ ↓ ↓ → HK (close)



## Brutality:

LP, LP, HP, BL, HK, LK, HK, BL, HP, LP

## Pit:

↓ ↓ ↓ LP

## Links

HP, HP, ↑+LP, ↓+LP (3-hits, 22%)

HK, HK, ↑+LK, ↑+HK (4-hits, 23%)

HP, HP, HK, HK, ↑+LK, ↑+HK (6-hits, 30%)

## Combos

Jump Kick, Sai Toss, Ground Roll (3-hits, 25%)

Jump Kick, Ground Roll, Hop Kick, Sai Toss (4-hits, 33%)

Jump Kick, Sai Toss, Ground Roll, Jump Kick (4-hits, 33%)

## Super Corner Combo

Neck Kick, Sai Toss, HP, Ground Roll, Hop Punch, Sai Toss

## Sweep Counters

Air Kick

Sai Toss

Ground Roll

Ground Roll (as sweep is starting)

## Jumping Attack Counters

Uppercut

Standing HK

Roundhouse

Jump Kick, Ground Roll, Sai Toss

HP, Ground Roll, Jump Kick, Sai Toss



## Fighting As Mileena

Mileena's Ground Roll is the key to victory. It's best to use this attack when your opponent is jumping in with an attack of his or her own. If timed correctly, you can knock your foe out of his or her jump and create an opportunity for a Juggle combo. When you connect with the Ground Roll against jumping attacks, jump up after your opponent and hit him or her with a hop punch. After the hop punch connects, you can release a Sai Throw for additional damage.

Always keep the High Punch button held down, so you can unleash a Sai Toss when needed. Also, you can keep jumping opponents at bay by using a simple Sai Throw. As soon as your opponent leaves the ground, release the Sai to pop him or her back.

Mileena's second-best attack is her trusty Air Kick. Lure your opponent into using a projectile, and then pop him or her in the face with a quick Air Kick.

## Fighting Against Mileena

To defeat Mileena, you must be ready at all times to quickly block. Mileena's major attack is the Ground Roll, because it can take

you out of jumping and ground attacks. Also, when it connects, it sets you up for Juggle combos. Another attack to look out for is the Air Kick, which is often used after you have thrown a projectile. The best way to use this to your advantage is to "fake" a projectile by tapping  $\rightarrow$  and  $\leftarrow$ , and then hitting block. After your opponent uses the Air Kick, start your favorite Juggle combo to punish your opponent.

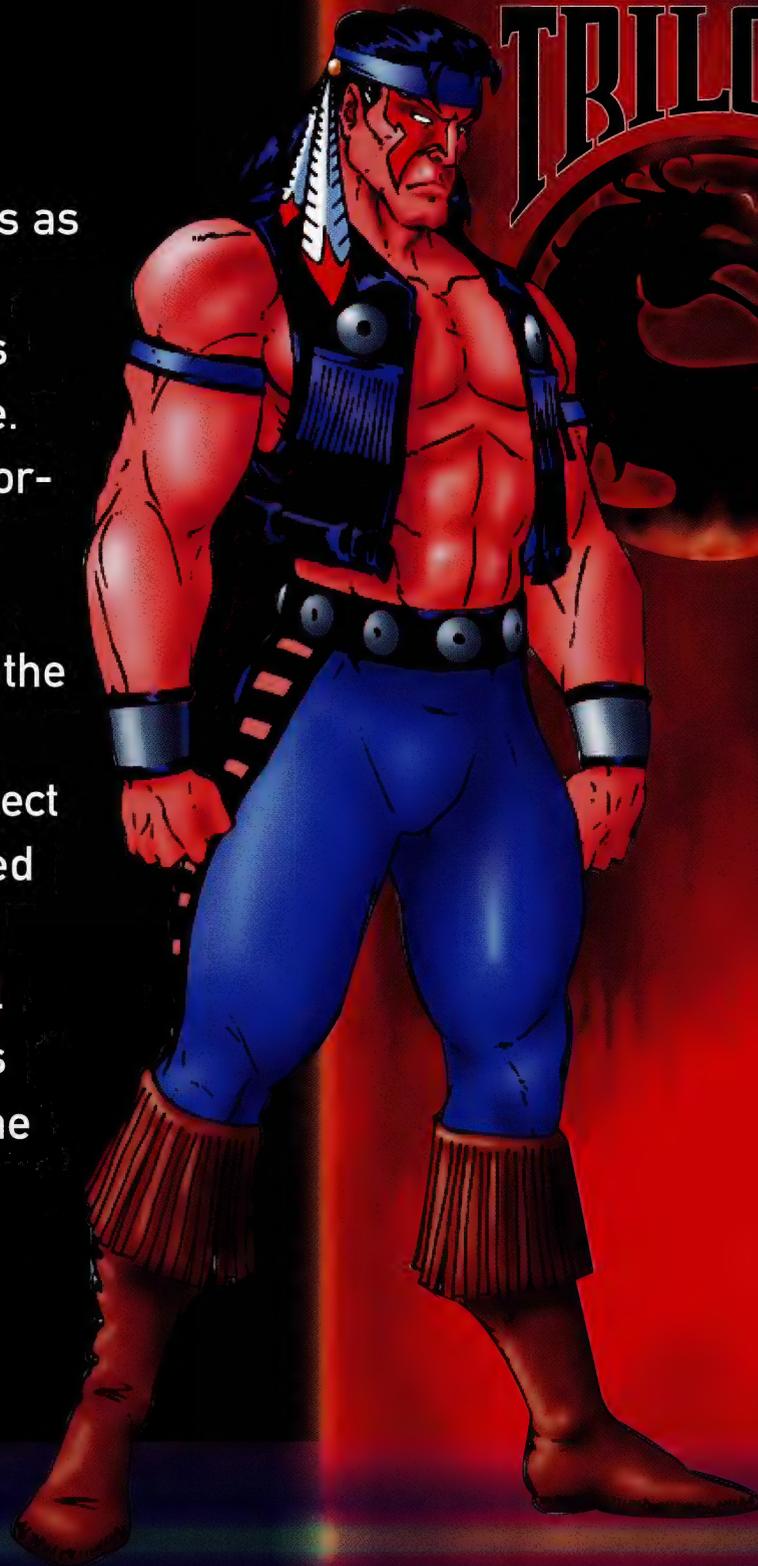
Another dangerous and effective move is Mileena's Sai Throw. The Sai Throw is very effective at keeping you at a distance and out of the air. To counter this move, trade projectiles with Mileena, meaning when you see her about to unleash a projectile, use one of your own to trade damage with her.

## Weaknesses

Mileena's main weaknesses occur when she uses her Ground Roll and Air Kick. The reason these are dangerous is that they leave Mileena wide open for Juggle combos if they are blocked. Also, when Mileena throws her projectiles while standing on the ground, an opponent can easily take advantage by jumping over them with a face kick.

# Nightwolf™

Nightwolf works as a historian and preserver of his people's culture. When Kahn's portal opens over North America, Nightwolf uses the magic of his Shaman to protect his tribe's sacred land. This area becomes a vital threat to Kahn's occupation of the Earth.



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## Special Moves

### Shoulder Ram:

→. →+LK



### Arrow Shot:

↓. ←+LP



### Hatchet Swipe:

↓. →+HP



### Projectile Reflection:

←. ←. ←+HK



### Fast Shoulder Ram:

←. ←. →+HK

## Finishing Moves

### Energy Channel:

↑. ↑. ←. →. BL (close)



## Lightning Axe:

←, ←, ↓ HP (mid range)



## Friendship:

RN, RN, RN, ↓ (sweep)



## Babality:

→, ←, →, ←, LP



## Animality:

→, →, ↓, ↓ (close)



## Brutality:

HP, HP, HK, LK, LK, BL, BL, LP, LP, HP, HK

## Pit:

RN, RN, BL

## Links

HK, HK, ←+HK (3-hits, 19%)

HP, HP, LP, ↓, →+HP (juggles; 4-hits, 23%)

HP, HP, LP, HK (4-hits, 22%)

LK, HP, HP, LP, HK (5-hits, 27%)

LK, HP, HP, LP, ↓, →+HP (juggles; 5-hits, 28%)

## Combos

HP, HP, LP, Hatchet Swipe (4-hits, 23%)

HP, HP, LP, Hatchet Swipe, HP, Arrow (5-hits, 28%)

HP, HP, LP, Hatchet Swipe, Shoulder Ram (5-hits, 30%)

HP, HP, LP, Hatchet Swipe, HP,  
Jump Kick (6-hits, 34%)

HP, HP, LP, Hatchet Swipe, Hatchet  
Swipe, Shoulder Ram (6-hits, 36%)

### Super Corner Combo

Jump Kick, Juggle Punch, LP,  
Hatchet Swipe

### Sweep Counters

Arrow Shot

Shoulder Ram

Hatchet Swipe, Shoulder Ram

### Jumping Attack Counters

Uppercut

Standing HK

Roundhouse

HP, Shoulder Ram

Hatchet Swipe, Shoulder Ram

## Fighting As Nightwolf

When playing as the Native American warrior, stay close to your foe and repeatedly use a Juggle Combo. Even if it's blocked, you are pushed away to a safe distance.

Nightwolf's standing HK is very helpful in preventing your opponent from attacking you with a jump kick. Because of his speed, Nightwolf can sometimes add damage to a fallen opponent by executing a HK before he or she can get up and jump away.

The Hatchet Swipe is a useful weapon. Counter with an upward

swipe of his tomahawk if your opponent attacks with a neck kick. You can also use the Hatchet Swipe to counter regular jumping attacks.

Overall, Nightwolf is an excellent MK Trilogy warrior—his balance of offensive and defensive fighting tactics are among the best in the game. As long as you can execute the Hatchet Swipe, it will be extremely difficult for your opponent to attack you. Nightwolf's Chest Reflect is a very potent defense, because it's better than a simple block. You can actually repel your opponent's projectiles, and return them to sender with explosive sincerity!

## Fighting Against Nightwolf

Simply put, if you are up against a good Nightwolf player, you're in trouble. You must take advantage of any missed Arrow attempts and/or premature Chest Reflects to secure victory.

The best way to conquer Nightwolf is to fake your character's projectiles in hopes that you can get your opponent to jump or perform a Chest Reflect. If he or she takes the bait, implement a Jumping Attack counter or deal out a Button Link combo.

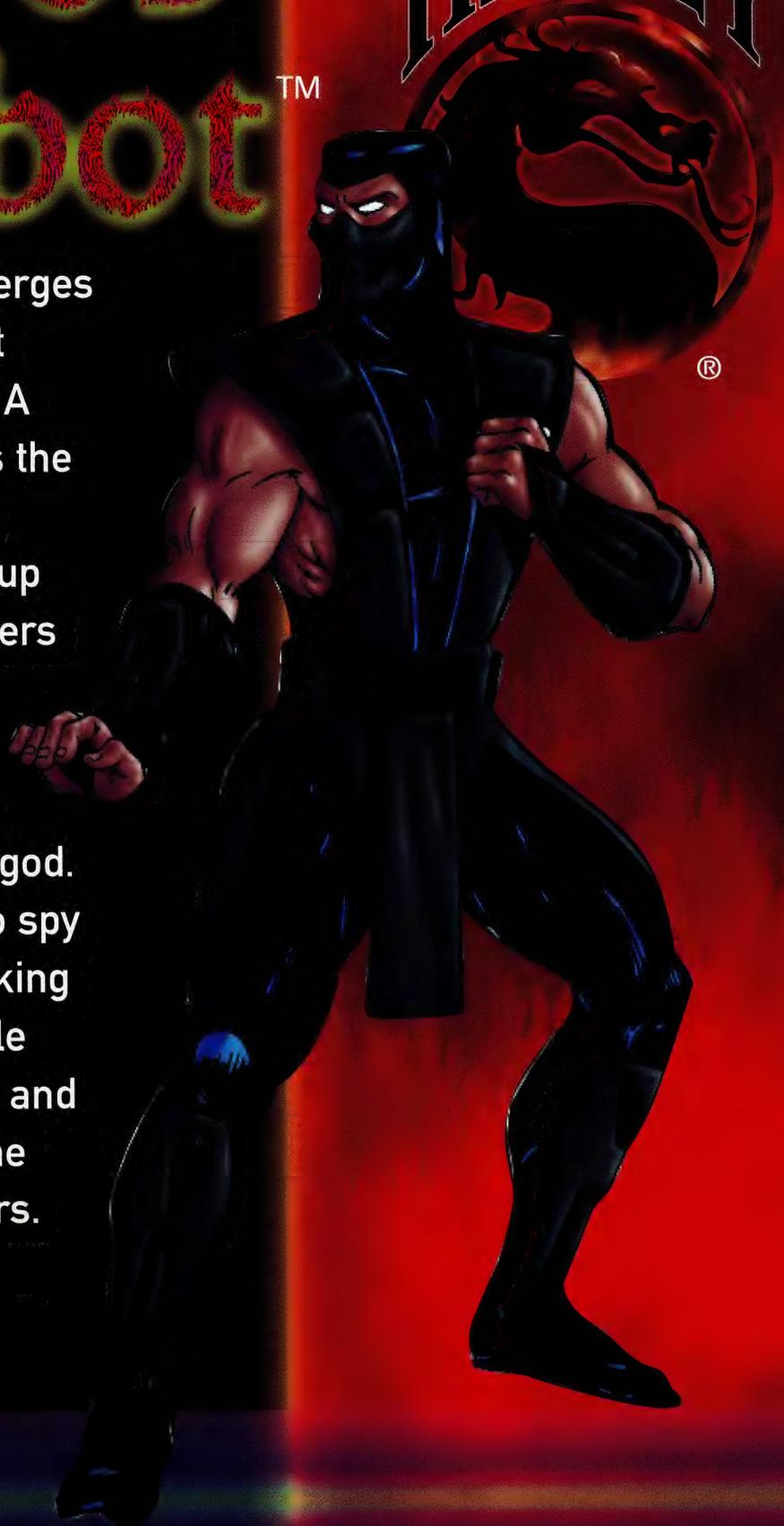
### Weaknesses

Nightwolf is almost flawless in his fighting prowess. His only real drawback is the lag time that follows a fired Arrow.

# Noob Saibot<sup>TM</sup>

Noob Saibot emerges from the darkest region of reality. A region known as the Netherealm. He belongs to a group called The Brothers of the Shadow and worships an evil mysterious fallen elder god. His mission is to spy on the events taking place in the battle between realms and report back to the enigmatic leaders.

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## Special Moves

### Clone Throw:

→, →+HP



## Finishing Moves

### Spirit Spin:

←, ←, →, →, HK (half screen)



### Teleport Slam:

↓↑



### Teleport Massacre:

↓↓↑, RN



### No Block Ball:

↓→+LP



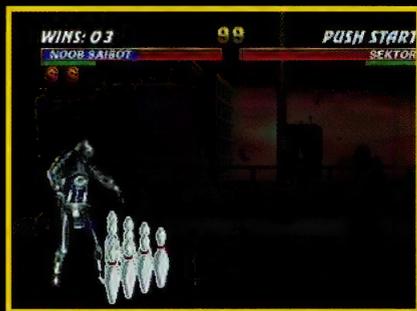
### Babality:

→, →, →, LP



## Friendship:

→, →, ←, HP (full screen)



## Animality:

←, →, ←, →, HK (jump N64)

←, →, ←, →, HK (close PSX)



## Brutality:

LK, LP, BL, LK, HK, HP, LP, BL, LK, HK

## Pit:

↓, →, BL

## Links

HP, HP, LP, HK (juggles;  
4-hits, 22%)

LK, LK, LK, LK (4-hits, 23%)

## Combos

Clone Throw, HP, HP, Teleport  
Slam, Uppercut (4-hits, 30%)

HP, HP, LP, HK, Teleport Slam, HP,  
Jump Kick (7-hits, 36%)

### Super Corner Combo

Jump Kick, HP, Teleport Slam,  
Uppercut (4-hits, 33%)

### Sweep Counters

LK (as sweep is starting)

No Block Ball + Combo

### Jumping Attack Counters

Uppercut

Roundhouse

Standing HK

HP, Teleport Slam, Uppercut

HP, No Block Ball + Combo



## Fighting As Noob Saibot

Noob Saibot is a deadly adversary to almost any opponent. His most useful move is the No Block Ball. When this projectile connects with an opponent who's not blocking, he or she cannot block (hence the name) Noob's attacks for a short period of time. This leaves a lot of room for damage opportunities. Your best bet is to go for the Teleport Slam. Once it has connected, hit with a standing HP, then go for another No Block Ball. If you time it right, your opponent will not be able to escape the second No Block Ball. Basically, if your opponent does not know how to escape the Teleport Slam, you can repeatedly use the Slam/Ball until he or she is defeated. Cheap? Maybe. Effective? YES!

Another decent Noob Saibot move is his Clone Throw. This move can be very confusing to opponents, and it sets up Juggle combos. Look for times when your opponent is about to throw a projectile. When you see this opportunity, unleash the Clone Throw, then block. The Clone will run right through the projectile, and toss your opponent into the air. Block the thrown projectile, then proceed to juggle your opponent until he or she begs for mercy!

## Fighting Against Noob Saibot

To win against Noob Saibot, you have to make sure you only use your projectiles when you need them. Look for times when your opponent is jumping away, then unleash a projectile before he or she hits the ground. Also, since Noob Saibot is a ninja, you can easily knock him out of the air with almost any attack. Try using a regular standing HK or a HP. If you opt for the HP, you can finish with a Juggle combo. Also, when your opponent tries the Teleport Slam, simply perform an uppercut.

### Weaknesses

Noob Saibot's main weakness is his lack of moves. He lacks a variety of moves, which makes him quite predictable. Also, Noob Saibot can easily be uppercutted when he tries to use the Teleport Slam. Another bad thing about Noob Saibot is that he falls into the "ninja" category. That means he can easily be taken out of the air with simple attacks, like standing HKs and HPs.

# Rain™

Born in Kitana's former world of Edenia, Rain was smuggled away from the realm as a small child shortly after Shao Kahn's takeover. Thousands of years later he resurfaced, his allegiance belonging to Kahn. He chose to betray his homeland rather than suffer at the hands of Kahn's extermination squads.

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## Special Moves

### Mind Control Orb:

↓ → +HP (control orb with D-pad)



## Finishing Moves

### Turned Upside Down:

→. →. ↓ HP (close)



### Super Roundhouse Kick:

← +HK



### Lightning Storm:

↓ ↓ ←. →, HK (past sweep)



### Lightning Grab:

←. ← +HP



### Babality:

→. ←. ←, HP



## Friendship:

→. →. →. LP (past sweep)



## Animality:

BL, BL, RN, RN, BL (close N64)

BL, BL, RN, RN, BL (inside sweep PSX)



## Brutality:

HP, BL, LK, HK, BL, LK, HK, BL, HP, LP

## Pit:

→. ↓. →. LP

## Links

HP, HP, LP, HP (4-hits, 22%)

HK, HK, LK, HK, ←+HK (5-hits, 24%)

## Combos

HK, HK, LK, HK, ←+HK, LP,  
←+HK, Uppercut (6-hits, 33%)

Super Roundhouse Kick, LP, Super  
Roundhouse Kick, Uppercut  
(4-hits, 43%)

Sky Lightning, HP, HP, Mind  
Control Orb, LP, Super  
Roundhouse Kick, Uppercut  
(7-hits, 34%)

Jump Kick, Mind Control Orb, HP,  
Mind Control Orb, LP, Super  
Roundhouse Kick, Uppercut  
(7-hits, 48%)

Super Roundhouse Kick, HP, HP,  
Mind Control Orb, LP, Super  
Roundhouse Kick, Uppercut  
(7-hits, 51%)

## Super Corner Combo

Jump Kick, HP, Sky Lightning,  
Mind Control Orb, LP, Super  
Roundhouse Kick, Uppercut  
(7-hits, 44%)

## Sweep Counters

Sky Lightning

Mind Control Orb

Mind Control Orb (as sweep is  
starting)

## Jumping Attack Counters

Uppercut

Standing HK

Roundhouse

HP, Jump Kick

HP, Mind Control Orb, HP, Mind Control Orb, LP, Roundhouse, Uppercut

HP, delayed Sky Lightning, Mind Control Orb, LP, Roundhouse, Uppercut

## Fighting As Rain

Rain's most effective fighting technique is the Mind Orb. When an opponent jumps in, use a HP to knock him back, and immediately use the Mind Orb to pull him out of the sky. Then pull him towards you and up into the air. When he's hovering above you, unleash a combo for maximum damage.

Another good tactic to use when fighting as Rain is the "trade" maneuver. When you sense your opponent is about to throw a projectile, use the Sky Lightning move. It's called a "trade" because you will get hit by the projectile, but your opponent will get blasted into the air. This tactic also provides the time to throw out a Mind Orb after you recover from the projectile.

**Note:** The "trade" maneuver doesn't work against Noob Saibot or Sub-Zero.

## Fighting Against Rain

When fighting against Rain, you must stay in close fighting range at all times. If you wander too far away, you are leaving yourself open for Mind Orb attacks. Instead, stay in close and use some Link combos to chip away at your opponent's health.

Another good way to stay in close is to frequently use the Neck Kick, which is a powerful move in close fighting quarters.

## Weaknesses

Rain is one of the strongest characters in the game. His only weaknesses appear when he throws his Mind Orb and Sky Lightning, because both attacks leave big openings for jump kicks and combos.

# Rayden™

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As Earth's sworn protector, Rayden finds himself banished in the Earth-Outworld merger. When the Elder Gods refuse to assist him in aiding Earth, the Thunder God takes matters into his own hands. He transforms into a mortal so he can exist once again on Earth and fight with his human comrades, this time risking his place in the pantheon of gods and his own mortality.



## Special Moves

### Lightning Toss:

↓ → +LP



### Reverse Lightning Toss:

↓ ← +LP



### Teleport:

↓ ↑



### Torpedo:

←. ←. → (air/ ground)



### Shocker:

(HP) for 3 seconds, release HP



## Finishing Moves

### Super Uppercut:

(HP) for 10 seconds, release HP (close)



## Super Shocker:

(LK) for 3 seconds, release LK, tap BL+LK rapidly (close)



## Babality:

↓↓↓↑ +HK (past sweep)

## Animality:

↓ → ↓ HK (past sweep)



## Friendship:

↓ ← → HK



## Brutality:

HP, LK, LK, LK, HK, LP, LP, LP, BL, BL

## Pit:

↓↓↓ HP

## Links

LK, LK, ←+HK (3-hits, 19%)

HP, HP, LP, LP (juggles; 4-hits, 27%)

HP, HP, LP, →+HP (4-hits, 31%)

HK, HK, LK, ← + HK (4hits, 23%)

## Combos

HP, HP, LP, LP, walk in, Uppercut (5-hits, 37%)

HP, HP, LP, LP, Reverse Lightning (5-hits, 33%)

HP, HP, LP, LP, walk in, HP, HP, Lightning (7-hits, 39%)

HP, HP, LP, LP, walk in, LP, HP, Hop Kick, Torpedo (8-hits, 50%)

## Super Corner Combo

Jump Kick, Hop Kick, Torpedo (3-hits, 32%)

## Sweep Counters

Shocker

Teleport



## Jumping Attack Counters

Uppercut

Standing HK

Roundhouse

HP, Teleport

HP, Lightning Toss

HP, Hop Kick, Teleport

HP, Reverse Lightning Toss

## Fighting As Rayden

When fighting as Rayden, you should always keep his best move, the Teleport, at the ready. When enemies try to jump kick you or hit you when you get knocked over, you can immediately Teleport to safety. A good tactic to use with the Teleport is to neck kick your opponent, then Teleport when you hit the ground. Usually your opponent will try to uppercut you, and the teleport will put you behind him or her. Now, just run up and throw him or her, or start your favorite Link combo.

Another good trick to use is the simple HP-Teleport air attack counter. When your opponent jumps in at you, you can usually knock him or her back with a simple HP. Now, if you are fast enough, you can add on the

Teleport for more damage. Another great time to use the Teleport is right after you have a jump kick or a neck kick blocked. Many times, your opponent will try to attack, and the Teleport will foil him or her every time.

## Fighting Against Rayden

To win against Rayden, you need to keep him far away. This may seem difficult, because at any time, he can Teleport close to you. When Rayden teleports next to you, use a simple push kick to push him away. Then once he is out of push kick range, simply use your projectile to stop him from advancing again.

Another good strategy to use against Rayden is to keep the projectiles flying. Make sure you only use them when he attacks, or he will be able to Teleport and throw/combo you.

## Weaknesses

Rayden doesn't have many weaknesses. He is an all-around good Komatant. The main thing a Rayden player needs to be aware of is the minuscule lag time that follows a thrown Lightning Toss. Other than that, Rayden is one of the best characters in the game.

# Reptile™

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Always one of Shao Kahn's reliable servants, Reptile is chosen to assist Jade in the capture of Kitana. In contrast to Jade's instructions, Reptile is ordered to stop the renegade Princess at all costs... even if it means her death.



## Special Moves

### Fast Force Ball:

→, →, HP+LP



### Slow Force Ball:

←, ←+HP+LP



### Slide:

←+LP+BL+LK



### Acid Spit:

→, →+HP



### Invisibility:

↑, ↓+HK



### Reverse Elbow:

←, →, LK

## Finishing Moves

### Body Snack:

←, →, ↓ BL (mid range)



### Corrosion:

→, →, ↑, ↑, HK (sweep)



### Friendship:

↓, →, →, ←, HK (close)



### Babality:

→, →, ←, ↓ LK



### Animality:

↓, ↓, ↓, ↑, HK (close)



### Brutality:

HP, BL, HK, HK, BL, HP, LP, LK, LK, BL, LP

### Pit:

BL, RN, BL, BL

### Links

HP, HP, ↓+LP (3-hits, 21%)

HK, HK, ←+HK (3-hits, 21%)

HP, HP, HK, ←+HK (4-hits, 24%)

## Combos

Fast Force Ball, Slow Force Ball, Uppercut (3-hits, 28%)

HP, HP, ↓ + LP, Acid Spit (4-hits, 22%)

HP, HP, ↓ + LP, Fast Force Ball, Uppercut or Roundhouse (5-hits, 34%)

HP, HP, ↓ + LP, Fast Force Ball, HP, HK (6-hits, 34%)

HP, HP, ↓ + LP, Fast Force Ball, HP, HP, Acid Spit (7-hits, 33%)

HP, HP, ↓ + LP, Fast Force Ball, HP, Jump Kick (5-hits, 25%)

Fast Force Ball, HP, Slow Force Ball, Uppercut or Roundhouse (4-hits, 30%)

Fast Force Ball, Slow Force Ball, Uppercut or Roundhouse (3-hits, 27%)

Fast Force Ball, Slow Force Ball, HP, Acid Spit (4-hits, 23%)

Jump Kick, Fast Force Ball, HP, Slow Force Ball, HP, HP, Acid Spit (7-hits, 39%)

### Super Corner Combo

Jump Kick, HP, Fast Force Ball, HP, Jump Kick, LK (6-hits, 40%)

### Sweep Counters

Slide

Acid Spit

Fast Force Ball (as sweep is starting)

### Jumping Attack Counters

Uppercut

Standing HK

Roundhouse

HP, Acid Spit

HP, Fast Force Ball, HP, Slow Force Ball, Uppercut

## Fighting As Reptile

Returning with a vengeance, Reptile is now a force to be reckoned with. He has two Force Balls of differing speeds and a great move that counters sweeps. Reptile is most effective when in a constant attack mode. Tactics like firing a Fast Force Ball followed by a Slow Force Ball, and running next to your opponent before the Slow Force Ball connects. The dual Force Ball attack enables you to pound your foe with a Button Link Combo. When you don't attack, you are playing into your opponent's hands because Reptile has a limited number of counters and defensive techniques.

## Fighting Against Reptile

When playing against Reptile, you must remember to stay within close fighting range. This limits your opponent's attacks, because Reptile has a limited arsenal of close range moves. Also, the lizard ninja has a relatively weak uppercut, so jump over him and perform lots of Neck Kicks. When the Neck Kicks connect, follow up with your favorite combo to add damage.

### Weaknesses

Reptile's biggest weakness is his inability to handle attackers who enjoy in close battles. Also, when playing against a character who can shut down projectiles, Reptile is extremely ineffective. Overall, if played wisely, Reptile is a devastating character.

# Scorpion™

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When Shao Kahn makes a failed attempt at stealing the souls that occupy Earth's hell, Scorpion makes his escape. Now free to roam the Earth once more, Scorpion holds allegiance to no one. He's a wild card in the Earth's struggle against the Outworld.



®

## Special Moves

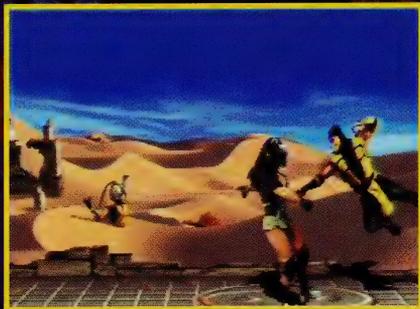
### Spear:

←, ←+LP



### Teleport Punch:

↓, ←+HP (can be done in air)



### Forward Leap Punch:

↓, →+HP (can be done in air)



## Air Throw:

BL (while both combatants are in the air)



## Finishing Moves

### Hell Fire:

↓, ↓, ↑, HK (past sweep N64)  
↓, ↓, ↑, HK (far PSX)



### Hell Grab:

→, →, ←, LP (mid range)



## The Gathering:

→. →. ↓. ↑. RN (close, N64 only)



## Friendship:

←. →. →. ←. LK (close)



## Babality:

↓. ←. ←. →. HP



## Animality:

→. ↑. ↑. HK (close)



## Brutality:

HP, BL, HK, HK, LK, HK, HP, HP, LP, HP

## Pit:

→. ↑. ↑. LP

## Links

HP, HP, ↑ + LP (3-hits, 18%)

HP, HP, HK, ← + HK (4-hits, 24%)

HK, HK, LK, LK (4-hits, 23%)

## Combos

Spear, HP, HP, HK, ← + HK (5-hits, 26%)

Jump Kick, Spear, HP, HP, HK, ← + HK (6-hits, 29%)

Jump Kick, Spear, HK, HK, LK, LK (6-hits, 28%)

Jump Kick, Teleport Punch, Spear, HP, HP, HK, ← + HK (7-hits, 29%)



### **New Super Corner Combos**

Jump Kick, Hop Kick, Forward Leap Punch, LP, Forward Leap Punch, Hop Kick, Air Throw (6-hits, 42%)

Jump Kick, Hop Kick, Forward Leap Punch, LP, Forward Leap Punch, Uppercut (6-hits, 45%)

### **Sweep Counter**

Spear + Combo

### **Jumping Attack Counters**

Uppercut

Standing HK

Roundhouse

HP, Spear + Combo

HP, Teleport Punch, Spear + Combo

## **Fighting As Scorpion**

Scorpion is as potent as ever with his awesome arsenal of attacks. His most damaging attack is his Teleport Punch, which can be used when an opponent attempts to throw a projectile or when your opponent jumps back. Scorpion's Teleport Punch is the key that unlocks many of his combos and Counter combos.

Another deadly move is the Spear. After nailing your opponent and dragging him in, you can release your favorite Button Link combo to finish him off. The Spear is best utilized when an opponent tries

to jump toward you. If positioned correctly, you will be out of his attack range and ready to pull him out of the air with the Spear.

Another way for Scorpion to inflict some damage is with a jump kick/air throw combo. This combo excels at snatching jumping attackers out of the air. In addition, Scorpion's Air Throw is superior to other characters' aerial moves, so use it out when you sense an incoming air attack.

## **Fighting Against Scorpion**

To stay alive against Scorpion, you must avoid his most powerful move—the Teleport Punch. You can entice your opponent into using the Teleport Punch by simply releasing the Block button occasionally.

Scorpion is very easy to knock out of the air. Usually a well-timed Standing HK will suffice, but a HP is just as effective.

### **Weaknesses**

Scorpion's biggest weakness is his inability to fight effectively at close range, because he has only one effective tool—the Spear.

It's also very easy to knock Scorpion out of the air. His last weakness comes to light when his Teleport Punch is blocked—he is left floating in the air and is very susceptible to Juggle combos.

# Sektor™

MORTAL KOMBAT®  
TRILOGY

Sektor is actually the code name for unit LK-9T9. He was the first of three prototype cybernetic ninjas built by the Lin Kuei. Sektor was once a human assassin trained by the Lin Kuei. He volunteered for automation because of his loyalty to the Clan. Sektor survives the Outworld invasion because he has no soul to take.



## Special Moves

### Straight Missile:

→, →+LP



### Homing Missile:

→, ↘, ↓, ↙, ←+HP



### Teleport Punch:

→, →+LK (ground/air)



### Double Missile:

←, ←, →+LP



## Finishing Moves

### Compactor:

LP, RN, RN, BL (sweep)



### Flame Thrower:

→, →, →, ←, BL (far)



## Friendship:

RN, RN, RN, RN, ↓ (half screen)



## Babality:

←, ↓, ↓, ↓, HK



## Animality:

→, →, ↓, ↑ (close)



## Brutality:

HP, BL, BL, HK, HK, LK, LK, LP, LP, HP

## Pit:

RN, RN, RN, ↓

## Links

HK, HK (2-hits, 15%)

HP, HP, ↓+LP (3-hits, 18%)

HP, HP, HK, ←+HK (4-hits, 22%)

HP, HP, HK, HK, ←+HK (5-hits, 26%)

## Combos

Jump Kick, Missile (2-hits, 21%)

Jump Kick, Teleport Uppercut, HP, Missile (4-hits, 29%)

Teleport, Double Missile (3-hits, 33%)

## Super Corner Combo

Jump Kick, Juggle Punch, LP, Teleport Uppercut, LP, Missile

## Fighting As Sektor

Sektor is most effective when his Teleport Uppercut is executed correctly. This move is superb at countering projectiles and is extremely fast.

Sektor's fast Missile is another beneficial move. Sometimes it leaves opponents with no choice but to block it and take some damage. For maximum carnage, start with a Seeking Missile and then follow it up with a regular Missile. So even if your opponent blocks the first attack, the second one will connect at almost the same time and dish out a double dose of damage. You can really create some havoc by occasionally following up the two missiles with a Teleport Uppercut.

Beyond Sektor's basic fighting skills, there's not much left in his arsenal, so the mastery of these skills is essential. If you want to confuse your opponent, you can perform multiple Teleport Uppercuts, creating a bombardment of attacks from both sides.

## Fighting Against Sektor

The ability to counter Sektor's missiles is essential if you want to defeat him. If you can jump over them, you can cause some major damage to Sektor during the lag time that occurs while he recovers.

Anticipating his Teleport Uppercut is also crucial. When you block this move, immediately follow it with an uppercut and then a projectile.

### Weaknesses

Sektor has several weaknesses because a key part of his offensive arsenal relies on projectile attacks. If your opponent anticipates such an attack, Sektor is susceptible to a jump kick. Also, if your opponent blocks Sektor's Teleport Uppercut, he can start a Juggle combo of his own, which creates big problems for Sektor.

# Sheeva™

MORTAL KOMBAT®  
TRILOGY

Sheeva was hand-picked by Shao Kahn to serve as Sindel's personal protector. She becomes suspicious of Shao Kahn's loyalty toward her race of Shokan when he places Motaro as head of his extermination squads. In the Outworld, Motaro's race of Centaurians is the natural enemy of the Shokan.



## Special Moves

### Ground Stomp:

←.↓ ←+HK



### Fireball:

↓ →+HP



### Aerial Stomp:

↓ ↑



## Finishing Moves

### The Hammer:

↓ →. →. ↓ LP (close)



### Skin Rip:

(HK) ←. →. → release HK (close)



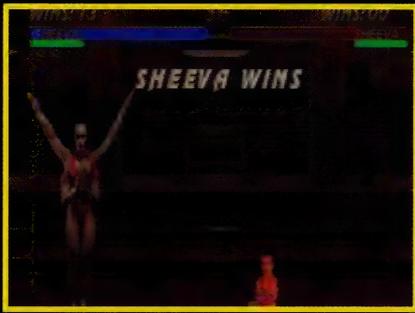
### Friendship:

→. →. ↓. → HP



## Babality:

↓ ↓ ↓ ← HK



## Animality:

RN, BL, BL, BL, BL (close)



## Brutality:

LP, BL, LK, HK, BL, HK, LK, BL, LP, HP

## Pit:

↓ → ↓ → LP

## Links

HP, HP, LP, →+HP (juggles; 4-hits, 25%)

HK, HK, LK, ←+HK (4-hits, 27%)

HP, HP, LP, HK, HK, LK, ←+HK (7-hits, 42%)

## Combos

HP, HP, LP, → + HP, HP, Fireball (6-hits, 36%)

HP, HP, LP, → + HP, HP, Jump Kick (6-hits, 36%)

HP, HP, LP, → + HP, HP, standing HK (6-hits, 36%)

## Super Corner Combo

HP, HP, LP, →+HP, walk in + Juggle Punch, LP, Fireball

## Sweep Counters

Fireball

Ground Stomp

## Jumping Attack Counters

Uppercut

Standing HK

Roundhouse

HP, Fireball

Jump Kick, Ground Stomp



## Fighting As Sheeva

Sheeva is a very strong character that can dish out lots of damage and mount an excellent defensive battle. By utilizing a close fighting distance between you and your opponent and constantly using a Button Link Combo, you can cause plenty of damage while pushing yourself to safety. You can also Ground Stomp occasionally to take off even more health.

You can stop almost every jumping attack by using Sheeva's standing HK. When you connect with a standing HK counter, toss a Fireball to add on some more pressure.

You can counter any projectile attack by performing Sheeva's Ground Stomp. When throwing an opponent, follow it up with a running sweep.

## Fighting Against Sheeva

When battling Sheeva, take advantage of any missed opportunities that are presented for you to inflict damage. You can fake projectile attacks to make your opponent execute Sheeva's Ground Stomp. When this occurs, jump into a close fighting range before performing a devastating Button Link combo.

When Sheeva starts the animation for her Ground Stomp, jump toward her and start a Button Link combo, or just keep the attack simple by hitting her with a jump kick.

## Weaknesses

Sheeva displays her biggest weakness when her adversary avoids her Ground Stomp. When this move can be avoided, it places Sheeva in a tough situation of receiving the nasty end of a Button Link combo. Also, Sheeva is susceptible to a jump kick if either her Ground Stomp or Fireball is anticipated.

# Sindel™

MORTAL KOMBAT®  
TRILOGY

Sindel once ruled the Outworld at Shao Kahn's side as his queen. Now, 10,000 years after her untimely death, she is reborn on Earth—with only evil intentions. Sindel is the key to Kahn's occupation of Earth.



## Special Moves

### Fireball:

→, →+LP



### Air Fireball:

↓ →+LK (while jumping or floating)



### Wave Dizzy:

→, →, →+HP



### Float:

←, ←, →+HK (→ or ← to move)



### Double Fireball:

←, ←, →, LP



## Finishing Moves

### Hair Wrap:

RN, RN, BL, RN, BL (sweep)



## Sonic Scream:

RN, BL, BL, RN + BL (close)



## Friendship:

RN, RN, RN, RN, RN, ↑



## Babality:

RN, RN, RN, ↑



## Animality:

→, →, ↑, HP



## Brutality:

BL, LK, BL, LK, HK, BL, HK, LK, BL, LP

## Pit:

↓, ↓, ↓, LP

## Links

HP, HP, ↓+HP (juggles; 3-hits, 19%)

HP, HP, LP, HK (4-hits, 25%)

HK, HP, HP, ↓+HP (juggles; 4-hits, 27%)

HK, HP, HP, LP, HK (5-hits, 33%)

## Combos

Jump Kick, Fireball (2-hits, 21%)

Jump Kick, Air Fireball (2-hits, 21%)

Jump Kick, Sonic Dizzy, HP, HP, LP, HK (5-hits, 28%)

LK, HP, HP, ↓+HP, Jump Kick, Air Fireball (6-hits, 40%)

## Super Corner Combo

HK, HP, HP, ↓+HP, walk in + Juggle Punch, Hop Kick, Air Fireball

## Sweep Counters

Fireball

Sonic Dizzy (as sweep is starting)

## Jumping Attack Counters

Uppercut

HP, Fireball

Standing HK

Roundhouse

Sonic Dizzy + Combo

Jump Kick, Air Fireball

## Fighting As Sindel

When playing as Sindel, make certain you have her Air Fireball down perfectly. You can fool a lot of opponents by jumping toward them with a jump kick, and then throwing an Air Fireball just before the jump kick connects. This move usually prompts them into an uppercut; however, the punch will miss, and they'll end up catching a Fireball in the mug.

If you anticipate a projectile, counter it with a jump kick into an Air Fireball for a quick two-hitter. Also, if an opponent tries to jump-attack Sindel, execute the Wave Dizzy, wait for him or her to get close, and then perform a Juggle Combo.

Sindel's Float is very difficult to perform when playing a good opponent; however, if you manage to get in the air, she becomes

almost unstoppable. By floating around and throwing Fireballs when your opponent tries to attack, you can frustrate your foe into making lots of mistakes. Remember that if you can't get the Wave Dizzy off fast enough to catch jumping attackers, you can still use Sindel's regular standing HK—it's a very effective Jumping Attack counter.

## Fighting Against Sindel

When playing against Sindel, only jump toward her when you are positive your jump kick will connect. If you jump late, you'll get caught in her deadly Wave Dizzy.

Your best bet of winning against Sindel is fighting in close, because her moves take a while to start. Prevent her from getting in the air, because her best attacks are launched from there. Use your faking tactic to elicit a Wave Dizzy from Sindel, then block it and quickly throw a projectile to prevent any similar attacks.

## Weaknesses

Like the other characters, Sindel is vulnerable whenever she throws her regular Fireball. She is also susceptible to damage if her Wave Dizzy is blocked. In addition, Sindel is very open to jump kicks and a host of Juggle combos as she begins the animation for her Float move.

# Smoke™

MORTAL KOMBAT™  
TRILOGY

With Sub-Zero's betrayal of the Lin Kuei, Smoke and two other ninjas are transformed into cybernetic killing machines. Their only directive... find Sub-Zero and destroy him. Somehow Smoke maintains his human soul during the transfer, which leads him to join his old friend rather than killing him.



## Special Moves

### Spear:

←, ←+LP



### Teleport Uppercut:

→, →+LK



### Air Throw:

BL (while both combatants are in mid-air)



### Invisibility:

(BL)↑, ↑, RN



## Finishing Moves

### Armageddon:

(BL), ↑, ↑, →, ↓ (full screen)



### Grenade Drop:

(RN+BL), ↓, ↓, →, ↑ (sweep)



## Friendship:

RN, RN, RN, HK (full screen)



## Babality:

↓↓↓←←, HK



## Animality:

↓↓→→, BL (full screen)



## Brutality:

LK, LK, HK, BL, BL, LP, LP, HP, BL, BL

## Pit:

→→↓, LK

## Links

HP, HP, LP (3-hits, 18%)

HP, HP, HK (3-hits, 19%)

HP, HP, LK, HK, LP (5-hits, 26%)

## Combos

Jump Kick, Spear, Uppercut  
(3-hits, 28%)

Jump Kick, Teleport Uppercut, HP,  
Spear, Uppercut (5-hits, 36%)

Jump Kick, Teleport Uppercut, HP,  
Spear, HP, HP, LK, HK, ← + LP  
(9-hits, 37%)

## Super Corner Combo

Jump Kick, Juggle Punch, LP,  
Teleport Uppercut, HP, Spear, HP,  
HP, LK, HK, LP

## Sweep Counters

Spear

Teleport Uppercut

## Jumping Attack Counters

Uppercut

Air Throw

Standing HK

Roundhouse

Spear + Combo

HP, Spear + Combo



HP, Jump Kick, Air Throw

HP, Teleport Uppercut, HP,  
Spear + Combo

## Fighting As Smoke

Smoke is an offensive and defensive powerhouse. The most vital tactic to Smoke's fighting success is mastering the ability to lure your enemy to jump toward you. You can accomplish this by tapping ← on the D-pad a few times, but instead of pressing LP to throw the Spear, press Block. This can fool your opponent into thinking that a Spear is coming, thus leaving him open to a jump kick and Air Throw combo.

You need to anticipate when your adversary is about to throw a projectile. If timed correctly, you can use your Teleport Uppercut to counter, plus an HP, HP, Spear, and then a Button Link Combo to inflict some massive damage.

Another way to snare an opponent with Smoke's Spear is to constantly run toward him while punching, and then as your run meter depletes, jump away. Many times, opponents will attempt to follow you, making it quite easy to grab them out of the air.

## Fighting Against Smoke

When playing against Smoke, avoidance of his Spear (a long-range weapon) is the key to success. When you anticipate the Spear, counter it with a combo that begins with a jump kick. You can also counter the Spear with attacks that ultimately result in you absorbing a hit from Smoke. Such "trades" include: Sub-Zero's Ice Ball and Ice Shower and Cyrax's Green Net.

Con your opponent into using Smoke's Teleport Uppercut by performing the motions for your character's projectile, but instead of pressing the button to finish off the move, press Block. By switching to this defensive posture, you leave your opponent at your mercy because of the lag time following a missed Teleport Uppercut.

### Weaknesses

Smoke's major weakness revolves around his Teleport Uppercut. If your opponent blocks this move, Smoke is left wide open for all sorts of Juggle combos. Also, if your opponent anticipates a Spear, he can easily jump over it and inflict all kinds of damage.

# Kurtis Stryker™

When the Outworld portal opens up over a large city in North America, panic and chaos rage out of control. Kurtis Stryker was the leader of the riot control brigade when Shao Kahn began taking souls. He finds himself the lone survivor of a city once populated by millions.

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TRILOGY



## Special Moves

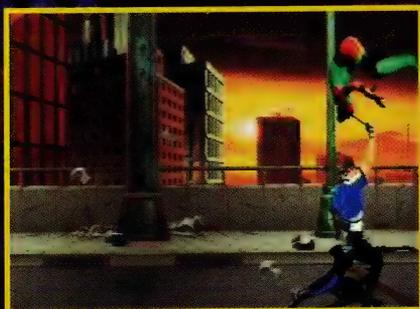
### Rushing Attack:

→. →+HK



### Baton Takedown:

→. ←+LP



### Single Bomb Low:

↓ ←+LP



### Single Bomb High:

↓ ←+HP



### Double Bomb Low:

→. ↓ ←+LP



### Double Bomb High:

→. ↓ ←+HP



## The Gat:

←, → +HP



## Finishing Moves

### Explosive Vest:

↓, →, ↓, →, BL (close)



### Tazer Charge:

→, →, →, LK (full screen)



## Friendship:

LP, RN, RN, LP



## Babality:

↓, →, →, ←, HP



## Animality:

RN, RN, RN, BL (sweep)



## Brutality:

LP, HK, LK, HP, LP, LK, HK, HP, LK, LK

## Pit:

→.↑.↑.HK

## Links

HP, HP, LP (juggles; 3-hits, 18%)

LK, LK, ←+HK 3-hits, 19%)

HK, HP, HP, LP (juggles; 4-hits, 23%)

## Combos

Jump Kick, Rushing Attack  
(2-hits, 35%)

Jump Kick, Baton Takedown  
(2-hits, 23%)

LK, HP, HP, LP, Double Bomb Low  
(6-hits, 35%)

LK, HP, HP, LP, Jump Kick  
(5-hits, 31%)

LK, HP, HP, LP, Rushing Attack  
(5-hits, 28%)

LK, HP, HP, LP, Baton Takedown  
(5-hits, 31%)

## Super Corner Combo

LK, HP, HP, LP, Juggle Punch, LP,  
Rushing Attack

## Sweep Counters

Rushing Attack  
Baton Takedown

## Jumping Attack Counters

Uppercut  
The Gat  
Standing HK  
Roundhouse  
HP, Gun Shot  
HP, Rushing Attack

## Fighting As Stryker

The best strategy to use when playing as Stryker is to always be

on the attack. He has a few limited, but effective, fighting tactics. Kurtis can keep opponents from rushing or jumping toward him by using of his Rushing Attack. However, his best way to pummel an opponent is to fake a Low Grenade and then as your opponent jumps, blast him with a standing HK.

When you need to put distance between you and your adversary, use a Button Link Combo. After you push away your opponent, unleash a fury of Low and High Grenades.

## Fighting Against Stryker

When fighting against Stryker, you need to anticipate the Grenade tosses and release a projectile of your own (if your character has one). This enables you to duck under Stryker's projectile while throwing yours.

When Stryker gets in close, use a Button Link combo to push him back. By staying near sweep distance from him at all times, you place yourself in a position to duck his Grenade Tosses.

## Weaknesses

Stryker has a long lag time if his Grenades Tosses are anticipated. Another drawback when playing as Stryker comes into play when your opponent blocks his Rushing Takedown. When this occurs, Stryker is left in the air for a split second, which enables your opponent to dish out some major damage.

# Shang Tsung

TM

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TRILOGY

Tsung is Shao Kahn's lead sorcerer. He once fell out of favor with his emperor after failing to win the Earth Realm through tournament battle. But the ever scheming Shang Tsung is instrumental in Kahn's conquest of Earth. He has now been granted more power than ever.



®

## Special Moves

### Single Fireball:

←. ←+HP



### Double Fireballs:

←. ←. →+HP



### Triple Fireballs:

←. ←. →. →+HP



## Triple Ground Fireballs:

→. →. ←. ←+LK



## Finishing Moves

### Bed of Spikes:

(LP), ↓, →, →, ↓, release LP (close)



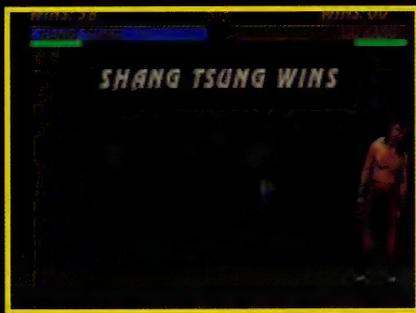
### Soul Removal:

(LP), RN, BL, RN, BL, release LP (close)



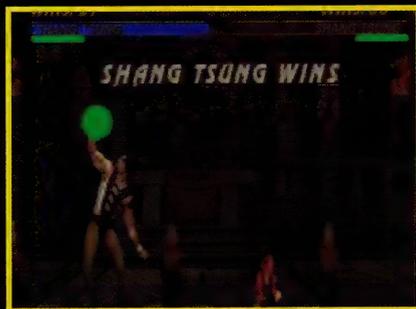
## Friendship:

LK, RN, RN, ↓



## Babality:

RN, RN, RN, LK



## Animality:

(HP), RN, RN, RN release HP, (sweep)



## Brutality:

BL, BL, BL, LK, HP, LP, LP, BL, BL, BL

## Pit:

↑, ↑, ←, LP

## Morphs

White codes : N64 and PSX

Green codes: PSX only

Yellow codes: N64 only

- Noob Saibot →, ↓, ↓, ←, HK
- Baraka RN, RN, BLA
- Johnny Cage →, ↓, →+HP
- Sonya ↓, ↓, ↓+RN+LP+BL
- Raiden RN, BL, BL
- Rain RN, BL, LK
- Cyrax BL, BL, BL
- Scorpion ↓, ↓, →+LP
- Reptile RN, BL, BL, HK
- Jax →, →, ↓+LP
- Sector ↓, →, ←+RN
- Liu Kang ↓, ←, ↑, →, ↓  
(360° forward)
- Jade →, →, ↓, ↓+BL
- Sheeva →, ↓, →+LK
- Kung Lao RN, RN, BL, RN
- Smoke ←, ←, ↓+LK
- Nightwolf ↑, ↑, ↑
- Sindel ←, ↓, ←+LK
- Ermac ↓, ↓, ↑
- Super Sub-Zero BL, BL, RN, RN
- Stryker →, →, →+HK
- Kabal LP, BL, HK
- Kitana →, ↓, →+RN
- Kano →, ←, →+BL
- Mileena RN, BL, HK
- Human Smoke BL, RN, LK
- MK1 Kano 360 circle Counter clockwise
- MK1 Rayden ←, ←, →, RN
- MK2 Kung Lao ←, ↓, ←, HK
- MK2 Jax ↓, →, ←, HK
- Classic Sub-Zero BL, BL, RN, RN
- Sub-Zero →, ↓, →, HP
- Smoke →, →, LP
- Baraka ↓, ↓, LK
- Johnny Cage ←, ←, ↓, LP
- Rayden ↓, ←, →, LK
- Kano ←, →, BL
- Human Smoke N/A
- Goro ←, ←, ←, LK
- Kintaro (LP) for ↓, sec
- Shao Kahn ←, ←, →, HK
- Motaro →, ↓, ←, HP



## Links

HP, HP, LP, ←+HK (4-hits, 22%)

HK, HK, ←+HK (3-hits, 19%)

## Combos

Ground Fireballs, Uppercut  
(4-hits, 36%)

Ground Fireballs, Three Fireballs  
(6-hits, 37%)

## Super Corner Combo

Jump Kick, Juggle Punch, Juggle  
Punch, Juggle Punch, Juggle  
Punch, Uppercut (6-hits, 38%)

## Fighting As Shang Tsung

To be successful with Shang Tsung, you must make sure you can pull off his Fireballs and Morphs. Tsung is played differently from any other character because he maintains a defensive fighting style, even when attacking.

Stay away from your opponent and toss different patterns of Fireballs to keep him off-guard. If you can fake your opponent into jumping toward you, use your standing HK to nullify its effects.

By using Shang's Morphing ability, you can really give your foe trouble. Just make sure you know each character's special moves and strategy, or else this move won't be very effective.

Whenever you knock your opponent down, run toward him and unleash a Button Link Combo,

and then jump away and throw a Triple Fireball to keep him away and in a blocking mode.

## Fighting Against Shang Tsung

When playing against Tsung, it's sometimes a good plan to trade projectile attacks. If you sense a Fireball from Tsung, get in the air before it reaches you and smack him in the face with a quick kick to the head.

If Shang Tsung Morphs into another character, sweep him when he begins to change back. Be very aware of Tsung's jump kick—it's very fast, and is sometimes difficult to counter. Instead of countering it with a HK or uppercut, run underneath him and perform a Button Link combo to push him away.

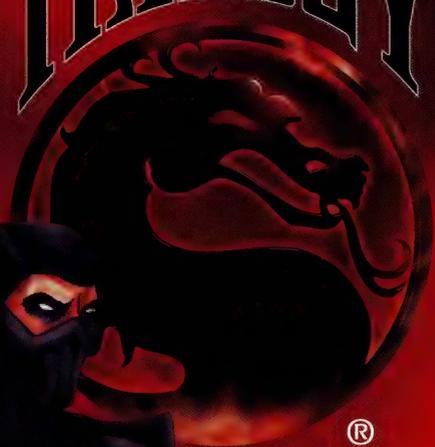
## Weaknesses

Shang Tsung's greatest flaw in his fighting style surfaces as he begins to Morph back into himself after fighting as another character. When this happens, Tsung falls prey to several attacks, sweep attacks in particular. Keep in mind that whenever you Morph into another Kombatant, you immediately inherit all of their weaknesses.

# Classic Smoke

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In his human form, Smoke worked for the Lin Kuei as an assassin. When the Lin Kuei automate their ninjas, Smoke becomes trapped. He then transforms into a Cyborg assassin.



## Special Moves

Spear:

←, ←+LP



## Finishing Moves

1-2-3 Stretch:

→, →, ←, RN (mid)



Teleport Punch:

↓, ←+HP (can be done in air)



Tele-Death:

RN, BL, RN, RN, HK (outside sweep)



Air Throw:

BL (while both combatants are in air)



Friendship:

↓, →, →, →, RN



## Babality:

←, ←, →, RN



## Animality:

→, →, →, ←, HK (half screen N64)

→, →, →, ←, HK (one step PSX)



## Brutality:

HP, BL, LK, HK, HP, HK, HP, HK, LP, LK

## Pit:

→, ↑, ↑, LP

## Links

LK, LP (juggles) (2-hit, 15%)

LK, HK, LK, ←+HK (4-hits, 23%)

HP, HP, HK, ←+HK (4-hits, 24%)

## Combos

Jump kick, Spear, HP, HP, HK,  
←+HK (6-hits, 29%)

Neck Kick, Teleport Punch, Spear,  
HP, HP, HK, ←+HK (7-hits, 33%)

Neck Kick, Teleport Punch, Spear,  
Uppercut (4-hits, 33%)

LK, LP, Jump Kick, Teleport Punch,  
Spear, HP, HP, HK, ←+HK (9-hits,  
40%)

LK, LP, Jump Kick, Teleport Punch,  
Spear, Uppercut (6-hits, 40%)

### Super Corner Combo

Jump Kick, Jump Kick, Spear, HP,  
HP, HK, ←+HK (7-hits, 37%)

### Sweep Counters

Spear

### Jumping Attack Counters

Uppercut

Standing HK

Roundhouse

HP, Spear + Link

HP, Jump Kick

HP, Teleport Punch, Spear + Link

## Fighting As Classic Smoke

To win with Smoke, you must lure your opponents toward you. After you get them to jump, you can immediately pull them out of the

air with the Spear. Once you connect with the Spear, you can go into numerous different attacks. A good combo to use here is: LK, LP, jump kick, Teleport.

You can also use the simple uppercut for decent damage. Another good way to chip away at your opponent's health is to use your Teleport when your opponent tries a ground attack. This way, you will appear behind your foe and pop him or her in the face.

Another, more tricky, line of defense, is to HP jumping opponents out of the air, then go into a Teleport-Spear. This sets you up for the same style combo as before, it's just harder to do.

## Fighting Against Classic Smoke

When fighting against Smoke, you need to avoid one major thing: his Spear. This attack can take you out of the air as well as grab you when you aren't blocking.

When you see the Spear about to come out, immediately go for the early jump kick. This will knock your opponent to the ground and you will be able to run up close for a ground combo. As Smoke is getting up, go for your ground combo to chip away at your opponent's health. Another attack

to look out for is the teleport. Lure your opponents into the teleport by tapping forward and backward, then tapping block. Once they use the teleport, and bounce off, go for a simple juggle combo or an uppercut to push them back.

## Weaknesses

Smoke's main weakness is the lag time that follows a Spear. When you see or anticipate a Spear, immediately go for an early jump kick. Also, "fake" your opponent into thinking you are going to use a projectile. That way, he or she will try the teleport. After you block the Teleport, go into your favorite juggle or a simple uppercut. Smoke also suffers from "low priority" when jumping in. You can take him out of most jumping attacks with a simple standing high kick.

## Secret Code—Playing as Classic Smoke

To access Classic Smoke, pick Robo-Smoke, and then hold ← + HP + BL + RN + HK until the match begins. When the code is performed correctly, Robo-Smoke becomes Classic Smoke. Unlike other hidden characters, you must enter Classic Smoke's code each time you want to play as him.

# The Bosses Motaro™

After having seen both of his Shokan henchmen beaten in the previous tournaments, Shao Kahn drafts a new type of warrior to do his dirty work: a Centaurian named Motaro. Motaro is a huge fighter, possessing a giant upper-body and the lower body of a horse. His powerful hooves can severely damage an opponent, along with his massive forearms.



## Fighting Motaro

To be successful fighting against Motaro, you must be ready to counter his jumping attacks with a swift jump kick of your own. Once you knock him down, immediately run toward his dazed body, and unleash your character's biggest Button Link combo. Occasionally, Motaro will block the first few hits of the combo, but you are almost certain to connect with the last couple. In fact, sometimes he won't block any of the hits, resulting in a more speedy victory for you.

One important thing to keep in mind: almost all of Motaro's attacks can be countered with an uppercut. This includes Motaro's jumping attacks and Tail Swipe. If you're extremely quick, you can even stop him from using his Grab with an uppercut. By using the "jump kick/combo" system to fight against him, you are almost guaranteed a victory every time you fight him. Just remember to refrain from using your character's projectiles. They're useless since Motaro's tough outer skin can deflect them back toward you.

## Special Moves

### Fireball

---

LK for 3 seconds, release (N64)

→, ↓, ←, HP (PSX)

### Toss

---

→ + LP (close N64)

→ + LP (close PSX)

### Sweep

---

← + LK (N64)

← + LK (PSX)

### Grab and Smack

---

→, →, →, HK (N64)

→, →, LP (PSX)

### Teleport

---

↓, ↑ (N64)

↓, ↑ HK (PSX)

### Fatality (Head Rip)

---

→, →, →, HK (close, PSX only)

# Shao Kahn<sup>TM</sup>

## MORTAL KOMBAT<sup>®</sup> TRILOGY

The last opponent you face is the ever-powerful Shao Kahn. Kahn is tired of having the tournaments fall out of his hands, so this time, he comes prepared with some new and devastating attacks.





## Fighting Shao Kahn

Depending on who you're playing as, you may either destroy or be destroyed by Shao Kahn. The most basic strategy to defeat the head Boss is to constantly duck down, then immediately uppercut him when he performs his Shadow Rising Uppercut. Follow that with your character's most devastating Button Link combo, and you may stand a chance. When the combo has knocked him away, go back to the ducking position and start the pattern again.

Another way to defeat Kahn is by repeatedly using your character's projectile attacks. This tactic is not as effective as the first, but with certain characters, it can be utilized. Some examples include: Sub-Zero's Ice Ball/uppercut and Liu Kang's Low Fireball patterns.

The final way to defeat Shao Kahn is to use a character who has a Button Link combo that knocks Shao Kahn into the air. After you have performed the combo, run up next to his fallen body and perform the combo again as he begins to rise. This pattern is very effective and will lead you to victory almost every time.

## Special Moves

### Fatality (Hammer)

→, ←, ←, HP (sweep N64)  
←, →, HP (PSX)

### Fireball

→, ↓, →, LK (N64)  
←, ←, →, LP (PSX)

### Pick Up and Slam

→ + LP (close N64)  
→ + LP (close PSX)

### Grab and Smack

→, →, HP (N64)

### Shoulder

→, →, HP (N64)  
↓, →, LP (PSX)

### Upwards Shoulder

↓, ↓, →, HK (N64)  
↓, →, HP (PSX)

### Insult

BL, ↑, ↑, RN (N64)  
↓, ↓, LK (PSX)

### Laugh

↓, ↓, RN (N64)  
↓, ↓, HK (PSX)

# Goro™

## PSX Only

Thought to have been killed in the first tournament, Goro resurfaces to fight again. After remaining undefeated for 500 years, Liu Kang ended Goro's life in the first tournament. This delayed the Outworld attack on Earthworld, but Kahn's fury proved too powerful.

The 2000-year-old half-man, half-dragon has added a deadly spinning punch to his arsenal of attacks. His massive form also prevents him from being thrown or swept. Keep your distance from him, but don't try exchanging fireballs. Goro's attacks cause massive damage even when blocked

## Special Moves

### Grab and Smack

---

→, →, HP

### Fireball

---

←, ←, ←, LP

### Spin

---

←, ←, →, HK

### Roar

---

↓, ↓, LK

# Kintaro™

## PSX Only

With Goro's death in the first tournament, Shao Kahn replaced the deadly demon with Kintaro. As the Ruler Supreme of Kahn's armies, Kintaro was supposed to defeat the chosen warriors and lead the attack on Earthworld. However, these events never came to pass.

Kintaro is much like Goro in that they have very similar moves. The only difference between the two is Kintaro's strength and speed. His main weakness is his stomp attack, because he tends to hop to the side, which leaves him open to an attack.

## Special Moves

### Fireball

---

←, ←, →, HP

### Teleport Stomp

---

↓, ↑

### Grab Smash

---

→, →, HP

### Roar

---

↓, ↓, LK

# Secret Kodes

## Versus Screen Kodes

You must enter these code combinations at the Versus Screen to reveal several game secrets.

### N64 Only

No Power Bars

-1, -2, -3, 1, 2, 3

Randper Kombat

4, -4, 0, 4, -4, 0

Psycho Kombat

-1, -2, 5, 1, 2, 5

Fight Motaro

-1, -4, -1, 1, 4, 1

Fight Shao Kahn

0, 3, 3, 5, -4, 4

Fight Smoke

2, 0, 5, 2, 0, 5

Fight Noob Saibot

-3, -4, -1, 3, 4, 2

Go to Hidden Shooter Game

-4, 4, 2, 4, -4, -2

Kombat Zone: Jade's Desert

3, 3, 0, 0, 3, 3

Kombat Zone: Scorpion's Lair

-4, -4, -4, 4, 4, 4

Kombat Zone: Bell Tower

0, -1, 1, 1, -1, 0

Kombat Zone: Noob's Dorf

0, 5, 0, 0, 5, 0

Kombat Zone: Portal

-1, 3, 3, -1, 3, 3

Kombat Zone The Subway

-2, -2, 0, 0, -2, -2

Kombat Zone: The Graveyard

-4, -4, -4, 3, 3, 3

Kombat Zone The Roof

3, 4, 3, 3, 4, 3

Kombat Zone Pit III

8, 2, 0, 0, 2, 8

New Randper Kombat

To Display the Version # of the  
Game You're Playing On

-1, -1, -1, -1, -1, -1

Shao Kahn Cave Background

0, 0, 4, -3, 0, 0

River Background

0, 0, 2, 0, 0, 3

Temple Background

-4, 0, 0, 0, 4, 0

Soul Background

1, 2, 3, -1, 0, 1

Bridge Background

0, -3, -3, 0, 2, 2

Tower Background

-2, -2, 0, 2, 2, 0

Street Background

0, -3, -1, 0, 3, 5

Auto Combos

4, -2, 4, -2, 4

Bloody Kombat

1, 0, -1, -1, 0, 1

Super Endurance

0, 2, 6, -4, -2, -1

Special Moves Disabled

5, 5, 5, 5, 6

Fast Uppercut Recovery

-3, -2, -2, 3, 2, 2

Kombat Zone: The Armory

1, -1, 1, 1, -1, 1

Kombat Zone: The Deadpool

2, 2, 2, 2, 2

Winner Fights Khameleon

1, 2, 3, 3, 2, 1

### N64 & PSX

Disable Throws

1, 0, 0, 1, 0, 0

Disable Blocking

0, 2, 0, 0, 2, 0

**Dark Fighting**

-4, -2, -2, 4, 2, 2

**Unlimited Run**

4, -4, -4, 4, -4, -4

**Player One: 1/2 Energy**

0, 3, 3, 0, 0, 0

**Player Two: 1/2 Energy**

0, 0, 0, 0, 3, 3

**Player One: 1/4 Energy**

-3, 0, -3, 0, 0, 0

**Player Two: 1/4 Energy**

0, 0, 0, -3, 0, -3

**Message Code #1**

1, 2, 3, -1, 2, -4

**Message Code #2**

-1, -2, -3, -4, -4, -4

**Message Code #3**

2, -2, 2, 2, -2, 2

**Silent Kombat**

3, 0, 0, 3, 0, 0

**Throwing Encouraged**

0, 1, 0, 0, 1, 0

**UMK 3 WaveNet Plug**

5, 5, 0, 5, 5, 0

**Mike Vinikour Quote**

4, 4, -2, -2, 4, 4

**Eddie Ferrier Quote**

1, 2, 2, 2, 2, 1

**Rain Clue**

-3, 1, -3, 3, 1, 3

**Ed Boon Quote**

0, 0, 4, 4, 0, 0

**Sans Power**

0, 4, 4, 4, 4, 0

**4-Player Codes (N64 Only)****Explosive Kombat**

2, 2, -3, 2, 2, -3

**Explosive Kombat/  
Throwing Disabled**

0, 2, 2, 2, 2, 0

**Cheat Menu #1:  
(N64 Only)  
MORE KOMBAT**

At the storyline screen press C(Down),B,A. You will hear "OUTSTANDING" and you'll get a BLUE question mark with these options:

**LEVEL SELECT**

ON/OFF

**THROWING**

ENABLED/DISABLED

**UNLIMITED RUN**

ENABLED/DISABLED

**BLOODYKOMBAT**

ON/OFF

**SMOKE**

ON/OFF

**KHAMELEON**

ON/OFF

**Cheat Menu #2:**

**(N64 Only)**

**KOMBAT CHEATS  
& MORE KOMBAT**

At the storyline screen press C (Up),C (Right),C (Down),A,B,B,B,A,A. You will hear "OH-MAW" and you'll get the RED question mark and the BLUE question mark with additional options:

**FREEPLAY**

ON/OFF

**FATALITY TIME**

ON/OFF

**COLLISION BOXES**

ON/OFF

**1 ROUND MATCHES**

ON/OFF

**PLAY PONG**

After 50 2-player matches, you play pong.

**PLAY RELLIM  
OHCANEP (GALAGA)**

After 100 Rounds or wins you'll play Galaga.

**PLAY INVADERS FROM  
SPACE (SPACE  
INVADERS)**

Select the Pit stage in a two player game. If anything flies over the moon hit the Z Trigger. The winner of that round gets to play Space Invaders.

# Secret Characters

## To play as

### Chameleon (PSX Only)

Select any male ninja and then hold ← +BL+RN+HP+HK (it's the same code as the old Human Smoke code).

NOTE: This code was only checked on the PSX version of the game.

Chameleon morphs between all the ninjas during combat. In effect, it's sort of like Randper Kombat.

### Fight Khameleon

(N64 Only)

Hit D+Start when Toasty appears on the Star Bridge.

Khameleon morphs between all the female ninjas during combat.

### Fight as Human

Smoke (N64 Only)

Pick Robo Smoke and Hold: B+ HP+HK+BL+RN before the round starts.

Human Smoke and Khameleon are accessed through a cheat menu and possibly from Ultimate Kombat Kode.

### Fight as Shao Kahn

(N64 Only)

Select The Rooftop, Pit 3, or Kahn's Kave as your kombat zone, then before the round starts hold D+LP+HP to explode into Shao Kahn

### Fight as Motaro

(N64 Only)

Select Jade's Desert, Kahn's Tower, or The Wasteland as your kombat zone, then before the round starts hold B+LK+HK to explode into Motaro

### Extra Endurance

Matches (N64 Only)

At the Character Select Screen, highlight Kano, press Down + START.

This gives you More endurance rounds in one player games.

### Freeplay (N64 Only)

At the storyline screen press D,D,U,U,R,R,L,L

### Reverse Babality

(N64 Only)

After your opponent performs a babality against you, hold H,LP,HK,+LK.

You will re-explode into full size, and then explode into pieces.

## Stage Select (N64 & PSX Versions)

At the Character Select Screen, highlight Sonya, press Up and then Start. After choosing your character, you can select the level.

## "?" Option Select (PSX Version Only)

At the options screen, hold L1+L2+R1+R2+ 4 until the screen shakes. This enables you to pick from the following hidden options:

1-Button Fatalities, Instant Aggressor, Normal Boss Damage, Low Damage, Health Recovery

If you choose 1-button Fatalities, they are as follows:

HP = Brutality  
LP = Babality  
HK = Fatality 1  
LK = Fatality 2  
RN = Animality  
BL = Friendship

## Shao Kahn's Treasure Chest

BOX#	RESULT
1—	Tournament Outcome (Ending)
2—	Space Shooter (Galaga)
3—	Fight Ermac
4—	Fight Noob Saibot
5—	Random Prize
6—	Fatality Demonstration one
7—	Brutality Demonstration two
8—	Fatality Demonstration seven
9—	Noob Saibot/Ermac Fight
10—	MK2 Classic Endurance Kombat
11—	Mega Endurance Kombat
12—	Old School Kombat
13—	Pong
14—	Animality Demonstration one
15—	Brutality Demonstration one
16—	Friendship Demonstration one
17—	Male Ninja Kombat
18—	Fight Khameleon
19—	Fatality Demonstration four
20—	Animality Demonstration two
21—	Female Ninja Kombat
22—	Supreme Demonstration
23—	Invaders from Space
24—	Secrets of Trilogy (Must beat the game on Champion with the extra endurance on.)

## Shao Kahn's Treasure Chest

BOX#	RESULT
1—	Tournament Outcome (Ending)
2—	Fight Chameleon
3—	MK1 Classic Endurance Kombat
4—	MK2 Classic Endurance Kombat
5—	Random Prize
6—	Fatality Demonstration One
7—	Fatality Demonstration Two
8—	Fatality Demonstration Three
9—	Super Endurance Kombat
10—	Battle with Shokan Champions
11—	Mega Endurance Kombat
12—	Supreme Demonstration

# Classic Characters

## PSX Only

### MK1 Rayden

Highlight Rayden and hit SELECT.

#### Special Moves

Lightning

↓. →. LP

Teleport

↓. ↑

Torpedo

←. ←. →.

#### Combos

HP,D+LP,D+LP,D+LP  
(juggles, 4-hit 19%)

HK, B+HK, B+HK (3-hit  
19%)

#### Finishing Moves

Fatality

→. ←. ←. ←. HP  
(outside sweep)

Brutality

HP,HP,HP,HP,BL, HK, HK, HK, LP, HP, HP, HP

Babality

↑. ↑. ↓. HK

Stage

↓. ↓. →. HK

### MK1 Kano

Highlight Kano and hit SELECT.

#### Special Moves

Knife Toss

(BL) ←. →

Knife Tornado

←. →. HP (keep tapping HP)

Cannonball

Rotate 360 clockwise

#### Kombos

HP,HP,HP,HP (4-hit 22%)

LK, LK, HK, F+HK (4-hit  
21%)

#### Finishing Moves

Heart Rip

HCF, LP (close)

Brutality

HP,HP,BL, HK, HK, LK, HK, HP, HP, LP, HP

Babality

B, B, D, D, LK (Past Sweep)

Stage

B, F, F, BL

### MK2 Kung Lao

Highlight Kung Lao and hit SELECT.

#### Special Moves

Torpedo

←. ←. →

Hat Toss

←. →. LP

Spin

↑. ↑. LK (tap LK)

Dive Kick

↓+HK (in air)

Teleport

↓. ↑

#### Kombos

HP,D+LP,D+LP,D+LP (juggles  
4-hit 27%)

LK, LK, HK, B+HK, B+HK (5-hit  
30%)



## Finishing Moves

### Hat Decapitation

(LP) ← . →

(far—aim hat for neck)

### Brutality

HP,LP,HK,HK,LP,LP,LP,LK,LK,BL,HP

### Friendship

← . ← . ← . ↓ . HK

### Babality

→ . → . ← . ← . HK

### Stage

→ . → . → . HP

## MK2 Jax

Highlight Jax and hit SELECT.

## Special Moves

### Air Wave

→ . ↓ . HK (air)

### Wave

HCB . HK

### Grab

→ . → . LP (keep tapping LP)

### Slam

LP then keep tapping HP

### Ground Smash

(LK) for 3 sec

### Gotcha Grab

BL (in air)

## Kombos

HP,HP,HP,LP,B+HP (5-hit 28%)

LK,LK,LK,HK,LK,B+HK (6-hit 28%)

## Finishing Moves

### Head Crush

(LP) → . → . → . Release LP

(close)

### Brutality

HP,HP,BL,HK,LP,LP,HP,BL,HK,LK,HK,HP

### Friendship

↓ . ↓ . ↑ . ↑ . LK

### Babality

↓ . ↑ . ↓ . ↑ . LK

### Stage

↑ . ↑ . ↓ . LK

## Sub Zero

### Special Moves

Ice Ball

QCF, LP

Slide

←+LP+BL+LK

Sub-Xerox

QCB, LP

Ice Rain

QCF, HP

Near Ice Rain

↓, →, ←, HP

Far Ice Rain

↓, ←, →, HP

### Kombos

HK, HK, B+HK (3-hits  
19%)

HP, HP, LK, HK, B+HK (5-  
hits 26%)

### Finishing Moves

Freezing Mist

←, ←, ↓, ←, RN (Sweep)

Deep Freeze

BL, BL, RN, BL, RN (Close)

Brutality

HP, LK, HK, LP, HP, HK, HK, HP, HP, LP, HP

Animality

→, ↑, ↑ (close)

Friendship

LK, RN, RN, ↑

Babality

↓, ←, ←, HK

Stage

←, ↓, →, →, HK

## Classic Sub Zero

### Special Moves

Freeze

QCF, LP

Slide

←+LP+BL+LK

Ground Freeze

QCB, LK

### Kombos

LK, B+HK, F+LK (3-hit  
19%)

HP, HP, B+LK, B+HK,  
F+LK (5-hit 26%)

HP, HP, D+LP, D+HP (4-  
hit 22%)

### Finishing Moves

Fade to Black

↓, ↓, ↓, →, HP (close)

Stalagmite Stab

↓, →, →, →, HP (close)

Brutality

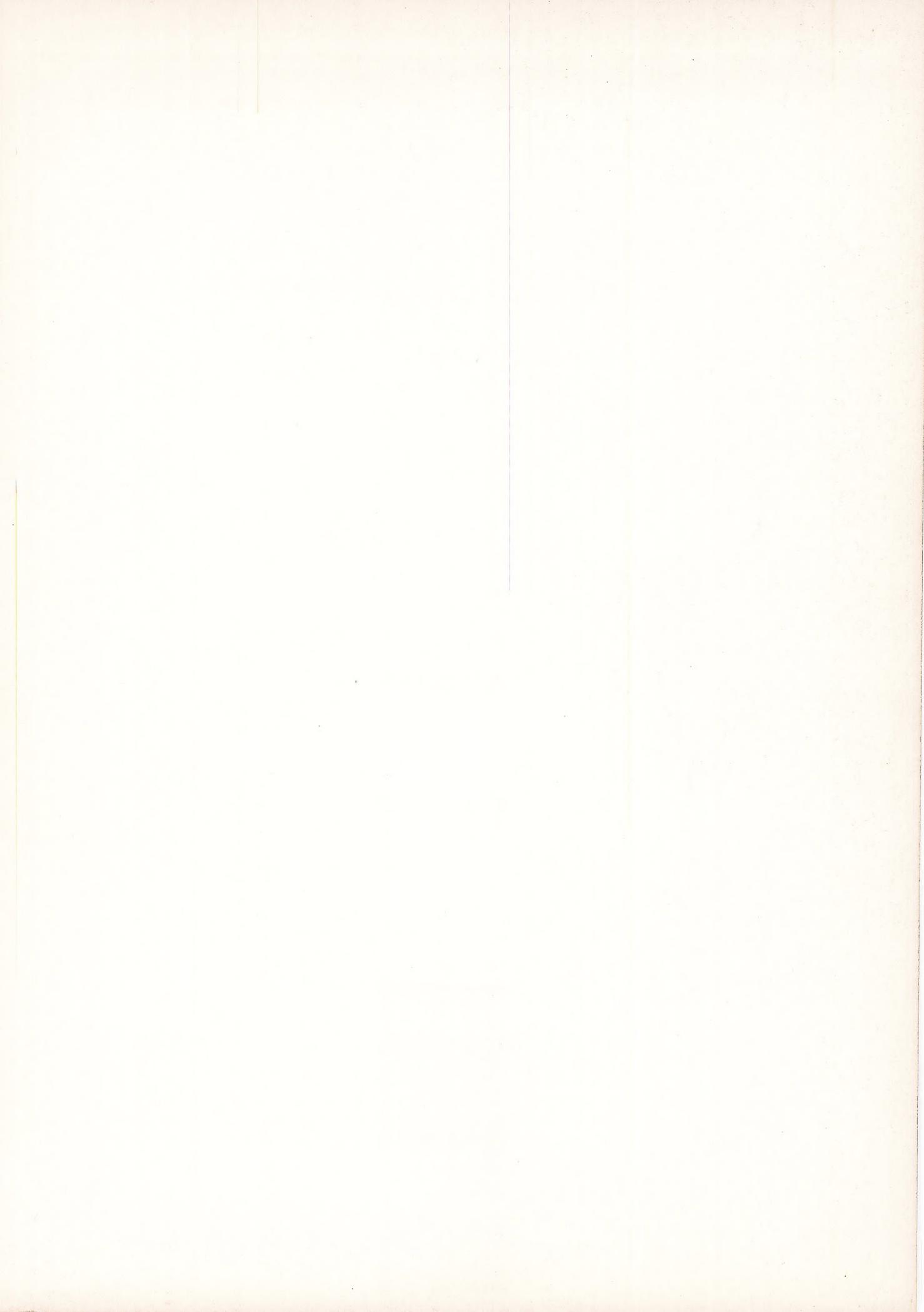
LP, HP, BL, LK, LK, HK, HK, LP, HP, LP

Babality

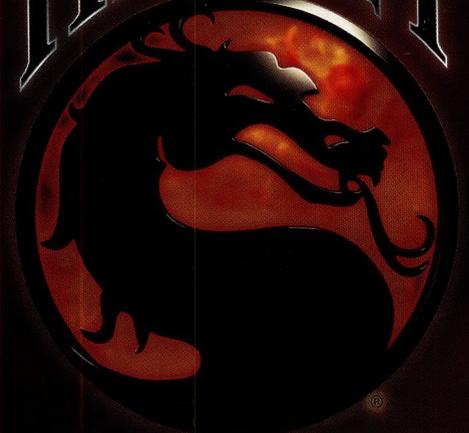
↓, →, →, HK

Stage

→, ↓, →, →, HP



OFFICIAL  
MORTAL KOMBAT  
TRILOGY



FIGHTER'S  
KOMPANION

All the Moves:

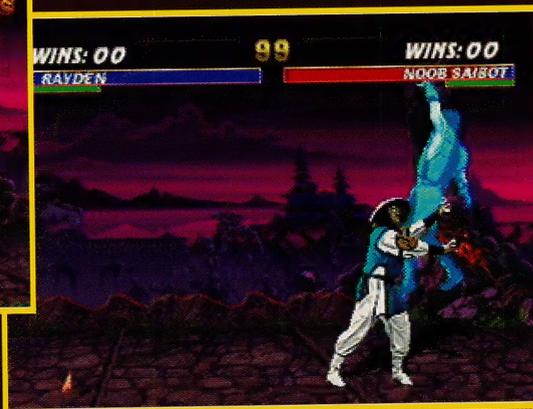
- Brutalities
- Special Moves
- Fatalities
- Friendships
- Babalities
- Animalities

Unmatched fighting strategy  
for all the Kombatants

Button Link Combos  
and Counters

Secret Kodes!

Full-color screenshots of  
bone-jarring moves



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